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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/RhinoException.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-

Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NativeWith.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/SecurityController.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/Arguments.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/Control.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/regexp/RegExpImpl.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/Matrix.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/regexp/SubString.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/shell/Environment.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/ObjArray.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/resources/Messages.properties
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Rhino1_6R1_RELEASE/src/org/mozilla/javascript/DefiningClassLoader.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/shell/SecurityProxy.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/UniqueTag.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NativeJavaTopPackage.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NativeJavaPackage.java

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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/debugger/SwingGui.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/debugger/Main.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/optimizer/OptFunctionNode.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/optimizer/OptTransformer.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/optimizer/DataFlowBitSet.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/classfile/ClassFileWriter.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/CompilerEnvirons.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/debugger/GuiCallback.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/Ref.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/ContextAction.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/Callable.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/Scriptable.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/idswitch/FileBody.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/idswitch/SwitchGenerator.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/idswitch/CodePrinter.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/IdScriptableObject.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/idswitch/IdValuePair.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/WrapFactory.java
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*/
/*
        * During the great date rewrite of 1.3, we tried to track the
        * evolving ECMA standard, which then had a definition of
        * getYear which always subtracted 1900.  Which we
        * implemented, not realizing that it was incompatible with
        * the old behavior...  now, rather than thrash the behavior
        * yet again, we've decided to leave it with the - 1900
        * behavior and point people to the getFullYear method.  But
        * we try to protect existing scripts that have specified a
        * version...
        */
```

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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/ContextFactory.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/ScriptRuntime.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/RunScript3.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/RunScript4.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/RunScript.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NodeTransformer.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/BaseFunction.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/debug/Debugger.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/debug/DebuggableObject.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/Wrapper.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/debug/DebugFrame.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/File.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/UintMap.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/xmlimplsrc/org/mozilla/javascript/xmlimpl/XMLLibImpl.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/xmlimplsrc/org/mozilla/javascript/xmlimpl/XMLCtor.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NotAFunctionException.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/continuations/Continuation.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/GeneratedClassLoader.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/InterfaceAdapter.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/ScriptOrFnNode.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/IdFunctionCall.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NativeNumber.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NativeObject.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/NativeBoolean.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/xmlimplsrc/org/mozilla/javascript/xmlimpl/XMLList.java
* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/xmlimplsrc/org/mozilla/javascript/xmlimpl/QName.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-

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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/debugger/ScopeProvider.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/Parser.java

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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/ScriptableObject.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/src/org/mozilla/javascript/IRFactory.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/toolsrc/org/mozilla/javascript/tools/shell/Global.java
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* /opt/cola/permits/1272364564_1645002580.64/0/rhino-rhino1-6r1-release-zip/rhino-Rhino1_6R1_RELEASE/examples/E4X/e4x_example.js

1.6 sqlite 3.24.0

1.6.1 Available under license :

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

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

** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation statistics are
** disabled, the following SQLite interfaces become non-operational:
**
**   [sqlite3_memory_used()]
**   [sqlite3_memory_highwater()]
**   [sqlite3_soft_heap_limit64()]
**   [sqlite3_status64()]
**   )^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-define page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].

** ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 65536) plus some extra bytes for each
** page header. ^The number of extra bytes needed by the page header
** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary. The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used

** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^(SQLITE_CONFIG_LOOKASIDE
** sets the default lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**
** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is

** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction
** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]

```
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case.  An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control.  ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
** bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
```

** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer. The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
** [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
**
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
** </dl>
*/

Found in path(s):
* /opt/cola/permits/1325546396_1652287575.544238/0/sqlite-amalgamation-3240000-1-zip/sqlite-amalgamation-3240000/sqlite3.h
No license file was found, but licenses were detected in source scan.

/*
** CAPI3REF: Configuration Options
** KEYWORDS: {configuration option}

```
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued.  Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked.  The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [[SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Single-thread.  In other words, it disables
** all mutexing and puts SQLite into a mode where it can only be used
** by a single thread.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option.</dd>
**
** [[SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Multi-thread.  In other words, it disables
** mutexing on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements].  But other mutexes
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time.  ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZED]] <dt>SQLITE_CONFIG_SERIALIZED</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** [SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
```

** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZED configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GETMALLOC]] <dt>SQLITE_CONFIG_GETMALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulations memory allocation failure or
** tracks memory usage, for example. </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided. This hint is normally off.
** </dd>
**
** [[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
** <dd> ^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int,
** interpreted as a boolean, which enables or disables the collection of
** memory allocation statistics. ^(When memory allocation statistics are
** disabled, the following SQLite interfaces become non-operational:
**
**   [sqlite3_memory_used()]
**   [sqlite3_memory_highwater()]
**   [sqlite3_soft_heap_limit64()]
**   [sqlite3_status64()]
**   )^
** ^Memory allocation statistics are enabled by default unless SQLite is
** compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory
** allocation statistics are disabled by default.
** </dd>

```
**
** [[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
** <dd> The SQLITE_CONFIG_SCRATCH option is no longer used.
** </dd>
**
** [[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
** <dd> ^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool
** that SQLite can use for the database page cache with the default page
** cache implementation.
** This configuration option is a no-op if an application-define page
** cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2].
** ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to
** 8-byte aligned memory (pMem), the size of each page cache line (sz),
** and the number of cache lines (N).
** The sz argument should be the size of the largest database page
** (a power of two between 512 and 65536) plus some extra bytes for each
** page header.  ^The number of extra bytes needed by the page header
** can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ].
** ^It is harmless, apart from the wasted memory,
** for the sz parameter to be larger than necessary.  The pMem
** argument must be either a NULL pointer or a pointer to an 8-byte
** aligned block of memory of at least sz*N bytes, otherwise
** subsequent behavior is undefined.
** ^When pMem is not NULL, SQLite will strive to use the memory provided
** to satisfy page cache needs, falling back to [sqlite3_malloc()] if
** a page cache line is larger than sz bytes or if all of the pMem buffer
** is exhausted.
** ^If pMem is NULL and N is non-zero, then each database connection
** does an initial bulk allocation for page cache memory
** from [sqlite3_malloc()] sufficient for N cache lines if N is positive or
** of -1024*N bytes if N is negative, . ^If additional
** page cache memory is needed beyond what is provided by the initial
** allocation, then SQLite goes to [sqlite3_malloc()] separately for each
** additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC].  ^If the
```

** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8.</dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite.)^ ^SQLite makes a copy of
** the content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^(The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods]
** structure is filled with the currently defined mutex routines.)^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example.   ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> ^(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)^ ^(SQLITE_CONFIG_LOOKASIDE
** sets the default lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config()] can be used to change the lookaside
** configuration on individual connections.)^ </dd>
**
** [[SQLITE_CONFIG_PCACHE2]] <dt>SQLITE_CONFIG_PCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_PCACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom page cache implementation.)^
** ^SQLite makes a copy of the [sqlite3_pcache_methods2] object.</dd>
**

** [[SQLITE_CONFIG_GETPCACHE2]] <dt>SQLITE_CONFIG_GETPCACHE2</dt>
** <dd> ^(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)^ </dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** (^The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. ^If the function pointer is not NULL, it is
** invoked by [sqlite3_log()] to process each logging event. ^If the
** function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** ^The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. ^The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log()] call and is intended to be a [result code] or an
** [extended result code]. ^The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
** function must be threadsafe. </dd>
**
** [[SQLITE_CONFIG_URI]] <dt>SQLITE_CONFIG_URI
** <dd>^(The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero,
** then URI handling is globally disabled.)^ ^If URI handling is globally
** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()],
** [sqlite3_open16()] or
** specified as part of [ATTACH] commands are interpreted as URIs, regardless
** of whether or not the [SQLITE_OPEN_URI] flag is set when the database
** connection is opened. ^If it is globally disabled, filenames are
** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the
** database connection is opened. ^(By default, URI handling is globally
** disabled. The default value may be changed by compiling with the
** [SQLITE_USE_URI] symbol defined.)^
**
** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN
** <dd>^The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer
** argument which is interpreted as a boolean in order to enable or disable
** the use of covering indices for full table scans in the query optimizer.
** ^The default setting is determined
** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on"
** if that compile-time option is omitted.
** The ability to disable the use of covering indices for full table scans
** is because some incorrectly coded legacy applications might malfunction

** when the optimization is enabled. Providing the ability to
** disable the optimization allows the older, buggy application code to work
** without change even with newer versions of SQLite.
**
** [[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SQLITE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd> These options are obsolete and should not be used by new code.
** They are retained for backwards compatibility but are now no-ops.
** </dd>
**
** [[SQLITE_CONFIG_SQLLOG]]
** <dt>SQLITE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the
** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should
** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int).
** The second should be of type (void*). The callback is invoked by the library
** in three separate circumstances, identified by the value passed as the
** fourth parameter. If the fourth parameter is 0, then the database connection
** passed as the second argument has just been opened. The third argument
** points to a buffer containing the name of the main database file. If the
** fourth parameter is 1, then the SQL statement that the third parameter
** points to has just been executed. Or, if the fourth parameter is 2, then
** the connection being passed as the second parameter is being closed. The
** third parameter is passed NULL In this case. An example of using this
** configuration option can be seen in the "test_sqllog.c" source file in
** the canonical SQLite source tree.</dd>
**
** [[SQLITE_CONFIG_MMAP_SIZE]]
** <dt>SQLITE_CONFIG_MMAP_SIZE
** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values
** that are the default mmap size limit (the default setting for
** [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
** ^The default setting can be overridden by each database connection using
** either the [PRAGMA mmap_size] command, or by using the
** [SQLITE_FCNTL_MMAP_SIZE] file control. ^(The maximum allowed mmap size
** will be silently truncated if necessary so that it does not exceed the
** compile-time maximum mmap size set by the
** [SQLITE_MAX_MMAP_SIZE] compile-time option.)^
** ^If either argument to this option is negative, then that argument is
** changed to its compile-time default.
**
** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]
** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE
** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is
** compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro
** defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value
** that specifies the maximum size of the created heap.
**

```
** [[SQLITE_CONFIG_PCACHE_HDRSZ]]
** <dt>SQLITE_CONFIG_PCACHE_HDRSZ
** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which
** is a pointer to an integer and writes into that integer the number of extra
** bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE].
** The amount of extra space required can change depending on the compiler,
** target platform, and SQLite version.
**
** [[SQLITE_CONFIG_PMASZ]]
** <dt>SQLITE_CONFIG_PMASZ
** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which
** is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded
** sorter to that integer.  The default minimum PMA Size is set by the
** [SQLITE_SORTER_PMASZ] compile-time option.  New threads are launched
** to help with sort operations when multithreaded sorting
** is enabled (using the [PRAGMA threads] command) and the amount of content
** to be sorted exceeds the page size times the minimum of the
** [PRAGMA cache_size] setting and this value.
**
** [[SQLITE_CONFIG_STMTJRNL_SPILL]]
** <dt>SQLITE_CONFIG_STMTJRNL_SPILL
** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which
** becomes the [statement journal] spill-to-disk threshold.
** [Statement journals] are held in memory until their size (in bytes)
** exceeds this threshold, at which point they are written to disk.
** Or if the threshold is -1, statement journals are always held
** exclusively in memory.
** Since many statement journals never become large, setting the spill
** threshold to a value such as 64KiB can greatly reduce the amount of
** I/O required to support statement rollback.
** The default value for this setting is controlled by the
** [SQLITE_STMTJRNL_SPILL] compile-time option.
**
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.
```

```
** </dl>
*/
/*
** The "printf" code that follows dates from the 1980's.  It is in
** the public domain.
**
**************************************************************************
**
** This file contains code for a set of "printf"-like routines.  These
** routines format strings much like the printf() from the standard C
** library, though the implementation here has enhancements to support
** SQLite.
*/
/*
** 2004 May 22
**
** The author disclaims copyright to this source code.  In place of
** a legal notice, here is a blessing:
**
**    May you do good and not evil.
**    May you find forgiveness for yourself and forgive others.
**    May you share freely, never taking more than you give.
**
**************************************************************************
**
** This file contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done.  The default
** implementation uses Posix Advisory Locks.  Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division.  PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT.  New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
**   *  General-purpose declarations and utility functions.
**   *  Unique file ID logic used by VxWorks.
**   *  Various locking primitive implementations (all except proxy locking):
**      + for Posix Advisory Locks
**      + for no-op locks
**      + for dot-file locks
**      + for flock() locking
```

```
**      + for named semaphore locks (VxWorks only)
**      + for AFP filesystem locks (MacOSX only)
**    *  sqlite3_file methods not associated with locking.
**    *  Definitions of sqlite3_io_methods objects for all locking
**       methods plus "finder" functions for each locking method.
**    *  sqlite3_vfs method implementations.
**    *  Locking primitives for the proxy uber-locking-method. (MacOSX only)
**    *  Definitions of sqlite3_vfs objects for all locking methods
**       plus implementations of sqlite3_os_init() and sqlite3_os_end().
*/
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager.  This is a buffer that is big enough to hold the
** entire content of a database page.  This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs.  But other modules are free to use it too, as long as
** no rollbacks are happening.
*/
```

Found in path(s):
* /opt/cola/permits/1325546396_1652287575.544238/0/sqlite-amalgamation-3240000-1-zip/sqlite-amalgamation-3240000/sqlite3.c

1.7 react-navigation/core 6.2.2

1.7.1 Available under license :

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1.8 fresco 2.0.0

1.8.1 Available under license :

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1.9 gson 2.8.9

1.9.1 Available under license :

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*/

Found in path(s):
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/TreeTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/DateTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/ConstructorConstructor.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/UnsafeAllocator.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/LazilyParsedNumber.java
No license file was found, but licenses were detected in source scan.

/*
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*/

Found in path(s):
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/GsonBuildConfig.java
No license file was found, but licenses were detected in source scan.

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```
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```
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/ArrayTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/JsonTreeReader.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/TypeAdapterFactory.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/JsonReaderInternalAccess.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/TypeAdapters.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/ObjectTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/TypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-
jar/com/google/gson/internal/bind/JsonTreeWriter.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/LongSerializationPolicy.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/FieldAttributes.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonObject.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonArray.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/FieldNamingStrategy.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/annotations/SerializedName.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonDeserializationContext.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/Excluder.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/FieldNamingPolicy.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/$Gson$Preconditions.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonSerializationContext.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonParseException.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/ObjectConstructor.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/Gson.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonIOException.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/reflect/TypeToken.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonDeserializer.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/annotations/Expose.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/Primitives.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/GsonBuilder.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonSerializer.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonPrimitive.java

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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/annotations/Until.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/InstanceCreator.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/JsonNull.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/LinkedTreeMap.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/stream/MalformedJsonException.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/stream/JsonScope.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/ReflectionAccessor.java
* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/internal/reflect/UnsafeReflectionAccessor.java
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* /opt/cola/permits/1330613678_1652979131.328877/0/gson-2-8-9-sources-2-jar/com/google/gson/annotations/JsonAdapter.java

1.10 rxjava3 3.0.0

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1.12 kotlin 1.6.10

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String.fromCharCode : Kotlin.toString;\n   return \"[\" + Array.prototype.map.call(a, function(e) { return toString(e); }).join(\", \") + \"]\";\n};\n\nKotlin.arrayDeepToString = function (arr) {\n   return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);\n};\n\nKotlin.arrayEquals = function (a, b) {\n   if (a === b) {\n   return true;\n   }\n   if (a === null || b === null || !Kotlin.isArrayish(b) ||

a.length !== b.length) {\n return false;\n }\n\n for (var i = 0, n = a.length; i < n; i++) {\n if (!Kotlin.equals(a[i], b[i])) {\n return false;\n }\n }\n return true;\n};\n\nKotlin.arrayDeepEquals = function (a, b) {\n return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);\n};\n\nKotlin.arrayHashCode = function (arr) {\n if (arr === null) return 0\n var result = 1;\n for (var i = 0, n = arr.length; i < n; i++) {\n result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;\n }\n return result;\n};\n\nKotlin.arrayDeepHashCode = function (arr) {\n return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);\n};\n\nKotlin.primitiveArraySort = function (array) {\n array.sort(Kotlin.doubleCompareTo)\n};\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.getCallableRef = function(name, f) {\n f.callableName = name;\n return f;\n};\n\nKotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {\n getter.get = getter;\n getter.set = setter;\n getter.callableName = name;\n return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);\n};\n\nfunction getPropertyRefClass(obj, setter, cache) {\n obj.$metadata$ = getPropertyRefMetadata(typeof setter === \"function\" ? cache.mutable : cache.immutable);\n obj.constructor = obj;\n return obj;\n}\n\nvar propertyRefClassMetadataCache = [\n {\n mutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KMutableProperty0 }\n },\n immutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KProperty0 }\n }\n },\n {\n mutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KMutableProperty1 }\n },\n immutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KProperty1 }\n }\n}];\n\nfunction getPropertyRefMetadata(cache) {\n if (cache.value === null) {\n cache.value = {\n interfaces: [cache.implementedInterface()],\n baseClass: null,\n functions: {},\n properties: {},\n types: {},\n staticMembers: {}\n };\n }\n return cache.value;\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.toShort = function (a) {\n return (a & 0xFFFF) << 16 >> 16;\n};\n\nKotlin.toByte = function (a) {\n return (a & 0xFF) << 24 >> 24;\n};\n\nKotlin.toChar = function (a) {\n return a & 0xFFFF;\n};\n\nKotlin.numberToLong = function (a) {\n return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);\n};\n\nKotlin.numberToInt = function (a) {\n return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);\n};\n\nKotlin.numberToShort = function (a) {\n return Kotlin.toShort(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToByte = function (a) {\n return Kotlin.toByte(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToDouble = function (a) {\n return +a;\n};\n\nKotlin.numberToChar = function (a) {\n return Kotlin.toChar(Kotlin.numberToInt(a));\n};\n\nKotlin.doubleToInt = function(a) {\n if (a > 2147483647) return 2147483647;\n if (a < -2147483648) return -2147483648;\n return a | 0;\n};\n\nKotlin.toBoxedChar = function (a) {\n if (a == null) return a;\n if (a instanceof Kotlin.BoxedChar) return a;\n return new Kotlin.BoxedChar(a);\n};\n\nKotlin.unboxChar = function(a) {\n if (a == null) return a;\n return Kotlin.toChar(a);\n};\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.equals = function (obj1, obj2) {\n if (obj1 == null) {\n return obj2 == null;\n }\n\n if (obj2 == null) {\n return false;\n }\n\n if (obj1 !== obj1) {\n return obj2 !== obj2;\n }\n\n if (typeof obj1 === \"object\" && typeof obj1.equals === \"function\") {\n return obj1.equals(obj2);\n }\n\n if (typeof obj1 === \"number\" && typeof obj2 === \"number\") {\n return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2)\n }\n\n return obj1 === obj2;\n};\n\nKotlin.hashCode = function (obj) {\n if (obj == null) {\n return 0;\n }\n var objType = typeof obj;\n if (\"object\" === objType) {\n return \"function\" === typeof obj.hashCode ? obj.hashCode() : getObjectHashCode(obj);\n }\n if (\"function\" === objType) {\n return getObjectHashCode(obj);\n }\n if (\"number\" === objType) {\n return Kotlin.numberHashCode(obj);\n }\n if (\"boolean\" === objType) {\n return Number(obj)\n }\n\n var str = String(obj);\n return getStringHashCode(str);\n};\n\n\nKotlin.toString = function (o) {\n if (o == null) {\n

return \"null\";\n }\n else if (Kotlin.isArrayish(o)) {\n return \"[...]\";\n }\n else {\n return o.toString();\n }\n};\n\n/** @const */\nvar POW_2_32 = 4294967296;\n// TODO: consider switching to Symbol type once we are on ES6.\n/** @const */\nvar OBJECT_HASH_CODE_PROPERTY_NAME = \"kotlinHashCodeValue$\";\n\nfunction getObjectHashCode(obj) {\n if (!(OBJECT_HASH_CODE_PROPERTY_NAME in obj)) {\n var hash = (Math.random() * POW_2_32) | 0; // Make 32-bit singed integer.\n Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, { value: hash, enumerable: false });\n }\n return obj[OBJECT_HASH_CODE_PROPERTY_NAME];\n}\n\nfunction getStringHashCode(str) {\n var hash = 0;\n for (var i = 0; i < str.length; i++) {\n var code = str.charCodeAt(i);\n hash = (hash * 31 + code) | 0; // Keep it 32-bit.\n }\n return hash;\n}\n\nKotlin.identityHashCode = getObjectHashCode;\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Copyright 2009 The Closure Library Authors. All Rights Reserved.\n//\n// Licensed under the Apache License, Version 2.0 (the \"License\");\n// you may not use this file except in compliance with the License.\n// You may obtain a copy of the License at\n//\n// http://www.apache.org/licenses/LICENSE-2.0\n//\n// Unless required by applicable law or agreed to in writing, software\n// distributed under the License is distributed on an \"AS-IS\" BASIS,\n// WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n\n/**\n * Constructs a 64-bit two's-complement integer, given its low and high 32-bit\n * values as *signed* integers. See the from* functions below for more\n * convenient ways of constructing Longs.\n *\n * The internal representation of a long is the two given signed, 32-bit values.\n * We use 32-bit pieces because these are the size of integers on which\n * Javascript performs bit-operations. For operations like addition and\n * multiplication, we split each number into 16-bit pieces, which can easily be\n * multiplied within Javascript's floating-point representation without overflow\n * or change in sign.\n *\n * In the algorithms below, we frequently reduce the negative case to the\n * positive case by negating the input(s) and then post-processing the result.\n * Note that we must ALWAYS check specially whether those values are MIN_VALUE\n * (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as\n * a positive number, it overflows back into a negative). Not handling this\n * case would often result in infinite recursion.\n *\n * @param {number} low The low (signed) 32 bits of the long.\n * @param {number} high The high (signed) 32 bits of the long.\n * @constructor\n * @final\n */\nKotlin.Long = function(low, high) {\n /**\n * @type {number}\n * @private\n */\n this.low_ = low | 0; // force into 32 signed bits.\n\n /**\n * @type {number}\n * @private\n */\n this.high_ = high | 0; // force into 32 signed bits.\n};\n\nKotlin.Long.$metadata$ = {\n kind: \"class\",\n simpleName: \"Long\",\n interfaces:[]\n};\n\n\n// NOTE: Common constant values ZERO, ONE, NEG_ONE, etc. are defined below the\n// from* methods on which they depend.\n\n\n/**\n * A cache of the Long representations of small integer values.\n * @type {!Object}\n * @private\n */\nKotlin.Long.IntCache_ = {};\n\n\n/**\n * Returns a Long representing the given (32-bit) integer value.\n * @param {number} value The 32-bit integer in question.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromInt = function(value) {\n if (-128 <= value && value < 128) {\n var cachedObj = Kotlin.Long.IntCache_[value];\n if (cachedObj) {\n return cachedObj;\n }\n }\n\n var obj = new Kotlin.Long(value | 0, value < 0 ? -1 : 0);\n if (-128 <= value && value < 128) {\n Kotlin.Long.IntCache_[value] = obj;\n }\n return obj;\n};\n\n\n/**\n * Converts this number value to `Long`.\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE`,\n * `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`.\n * @param {number} value The number in question.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromNumber = function(value) {\n if (isNaN(value)) {\n return Kotlin.Long.ZERO;\n } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {\n return Kotlin.Long.MIN_VALUE;\n } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {\n return Kotlin.Long.MAX_VALUE;\n } else if (value < 0) {\n return Kotlin.Long.fromNumber(-value).negate();\n } else {\n return new Kotlin.Long(\n (value % Kotlin.Long.TWO_PWR_32_DBL_) | 0,\n (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);\n }\n};\n\n\n/**\n * Returns a Long representing the 64-bit integer that comes by concatenating\n * the given high and

low bits. Each is assumed to use 32 bits.\n * @param {number} lowBits The low 32-bits.\n * @param {number} highBits The high 32-bits.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromBits = function(lowBits, highBits) {\n return new Kotlin.Long(lowBits, highBits);\n};\n\n\n/**\n * Returns a Long representation of the given string, written using the given\n * radix.\n * @param {string} str The textual representation of the Long.\n * @param {number=} opt_radix The radix in which the text is written.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromString = function(str, opt_radix) {\n if (str.length == 0) {\n   throw Error('number format error: empty string');\n }\n\n var radix = opt_radix || 10;\n if (radix < 2 || 36 < radix) {\n   throw Error('radix out of range: ' + radix);\n }\n\n if (str.charAt(0) == '-') {\n   return Kotlin.Long.fromString(str.substring(1), radix).negate();\n } else if (str.indexOf('-') >= 0) {\n   throw Error('number format error: interior \"-\" character: ' + str);\n }\n\n // Do several (8) digits each time through the loop, so as to\n // minimize the calls to the very expensive emulated div.\n var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));\n\n var result = Kotlin.Long.ZERO;\n for (var i = 0; i < str.length; i += 8) {\n   var size = Math.min(8, str.length - i);\n   var value = parseInt(str.substring(i, i + size), radix);\n   if (size < 8) {\n   var power = Kotlin.Long.fromNumber(Math.pow(radix, size));\n   result = result.multiply(power).add(Kotlin.Long.fromNumber(value));\n   } else {\n   result = result.multiply(radixToPower);\n   result = result.add(Kotlin.Long.fromNumber(value));\n   }\n }\n return result;\n};\n\n\n// NOTE: the compiler should inline these constant values below and then remove\n// these variables, so there should be no runtime penalty for these.\n\n\n/**\n * Number used repeated below in calculations. This must appear before the\n * first call to any from* function below.\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;\n\n\n/**\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;\n\n\n/**\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_32_DBL_ =\n   Kotlin.Long.TWO_PWR_16_DBL_ * Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_31_DBL_ =\n   Kotlin.Long.TWO_PWR_32_DBL_ / 2;\n\n\n/**\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_48_DBL_ =\n   Kotlin.Long.TWO_PWR_32_DBL_ * Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_64_DBL_ =\n   Kotlin.Long.TWO_PWR_32_DBL_ * Kotlin.Long.TWO_PWR_32_DBL_;\n\n\n/**\n * @type {number}\n * @private\n */\nKotlin.Long.TWO_PWR_63_DBL_ =\n   Kotlin.Long.TWO_PWR_64_DBL_ / 2;\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.ZERO = Kotlin.Long.fromInt(0);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.ONE = Kotlin.Long.fromInt(1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.MAX_VALUE =\n   Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);\n\n\n/** @type {!Kotlin.Long} */\nKotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);\n\n\n/**\n * @type {!Kotlin.Long}\n * @private\n */\nKotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);\n\n\n/** @return {number} The value, assuming it is a 32-bit integer. */\nKotlin.Long.prototype.toInt = function() {\n return this.low_;\n};\n\n\n/** @return {number} The closest floating-point representation to this value. */\nKotlin.Long.prototype.toNumber = function() {\n return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +\n   this.getLowBitsUnsigned();\n};\n\n\n/** @return {number} The 32-bit hashCode of this value. */\nKotlin.Long.prototype.hashCode = function() {\n return this.high_ ^ this.low_;\n};\n\n\n/**\n * @param {number=} opt_radix The radix in which the text should be written.\n * @return {string} The textual representation of this value.\n * @override\n */\nKotlin.Long.prototype.toString = function(opt_radix) {\n var radix = opt_radix || 10;\n if (radix < 2 || 36 < radix) {\n   throw Error('radix out of range: ' + radix);\n }\n\n if (this.isZero()) {\n   return '0';\n }\n\n if (this.isNegative()) {\n   if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   // We need to change the Long value before it can be negated, so we remove\n   // the bottom-most digit in this base and then recurse to do the rest.\n   var radixLong = Kotlin.Long.fromNumber(radix);\n   var div = this.div(radixLong);\n   var rem = div.multiply(radixLong).subtract(this);\n   return div.toString(radix) + rem.toInt().toString(radix);\n   } else {\n   return '-' + this.negate().toString(radix);\n   }\n }\n\n // Do several (6) digits each time through the loop,

so as to\n // minimize the calls to the very expensive emulated div.\n var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 6));\n\n var rem = this;\n var result = '';\n while (true) {\n   var remDiv = rem.div(radixToPower);\n   var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt();\n   var digits = intval.toString(radix);\n\n   rem = remDiv;\n   if (rem.isZero()) {\n   return digits + result;\n   } else {\n   while (digits.length < 6) {\n   digits = '0' + digits;\n   }\n   result = '' + digits + result;\n   }\n }\n};\n\n\n/** @return {number} The high 32-bits as a signed value. */\nKotlin.Long.prototype.getHighBits = function() {\n return this.high_;\n};\n\n\n/** @return {number} The low 32-bits as a signed value. */\nKotlin.Long.prototype.getLowBits = function() {\n return this.low_;\n};\n\n\n/** @return {number} The low 32-bits as an unsigned value. */\nKotlin.Long.prototype.getLowBitsUnsigned = function() {\n return (this.low_ >= 0) ?\n   this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;\n};\n\n\n/**\n * @return {number} Returns the number of bits needed to represent the absolute\n *   value of this Long.\n */\nKotlin.Long.prototype.getNumBitsAbs = function() {\n if (this.isNegative()) {\n   if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   return 64;\n   } else {\n   return this.negate().getNumBitsAbs();\n   }\n } else {\n   var val = this.high_ != 0 ? this.high_ : this.low_;\n   for (var bit = 31; bit > 0; bit--) {\n   if ((val & (1 << bit)) != 0) {\n   break;\n   }\n   }\n   return this.high_ != 0 ? bit + 33 : bit + 1;\n }\n};\n\n\n/** @return {boolean} Whether this value is zero. */\nKotlin.Long.prototype.isZero = function() {\n return this.high_ == 0 && this.low_ == 0;\n};\n\n\n/** @return {boolean} Whether this value is negative. */\nKotlin.Long.prototype.isNegative = function() {\n return this.high_ < 0;\n};\n\n\n/** @return {boolean} Whether this value is odd. */\nKotlin.Long.prototype.isOdd = function() {\n return (this.low_ & 1) == 1;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long equals the other.\n */\nKotlin.Long.prototype.equalsLong = function(other) {\n return (this.high_ == other.high_) && (this.low_ == other.low_);\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long does not equal the other.\n */\nKotlin.Long.prototype.notEqualsLong = function(other) {\n return (this.high_ != other.high_) || (this.low_ != other.low_);\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is less than the other.\n */\nKotlin.Long.prototype.lessThan = function(other) {\n return this.compare(other) < 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is less than or equal to the other.\n */\nKotlin.Long.prototype.lessThanOrEqual = function(other) {\n return this.compare(other) <= 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is greater than the other.\n */\nKotlin.Long.prototype.greaterThan = function(other) {\n return this.compare(other) > 0;\n};\n\n\n/**\n * @param {Kotlin.Long} other Long to compare against.\n * @return {boolean} Whether this Long is greater than or equal to the other.\n */\nKotlin.Long.prototype.greaterThanOrEqual = function(other) {\n return this.compare(other) >= 0;\n};\n\n\n/**\n * Compares this Long with the given one.\n * @param {Kotlin.Long} other Long to compare against.\n * @return {number} 0 if they are the same, 1 if the this is greater, and -1\n *   if the given one is greater.\n */\nKotlin.Long.prototype.compare = function(other) {\n if (this.equalsLong(other)) {\n   return 0;\n }\n\n var thisNeg = this.isNegative();\n var otherNeg = other.isNegative();\n if (thisNeg && !otherNeg) {\n   return -1;\n }\n if (!thisNeg && otherNeg) {\n   return 1;\n }\n\n // at this point, the signs are the same, so subtraction will not overflow\n if (this.subtract(other).isNegative()) {\n   return -1;\n } else {\n   return 1;\n }\n};\n\n\n/** @return {!Kotlin.Long} The negation of this value. */\nKotlin.Long.prototype.negate = function() {\n if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   return Kotlin.Long.MIN_VALUE;\n } else {\n   return this.not().add(Kotlin.Long.ONE);\n }\n};\n\n\n/**\n * Returns the sum of this and the given Long.\n * @param {Kotlin.Long} other Long to add to this one.\n * @return {!Kotlin.Long} The sum of this and the given Long.\n */\nKotlin.Long.prototype.add = function(other) {\n // Divide each number into 4 chunks of 16 bits, and then sum the chunks.\n\n var a48 = this.high_ >>> 16;\n var a32 = this.high_ & 0xFFFF;\n var a16 = this.low_ >>> 16;\n var a00 = this.low_ & 0xFFFF;\n\n var b48 = other.high_ >>> 16;\n var b32 = other.high_ & 0xFFFF;\n var b16 = other.low_ >>> 16;\n var b00 = other.low_ & 0xFFFF;\n\n var c48 = 0, c32 = 0, c16 = 0, c00 = 0;\n c00 += a00 + b00;\n c16 += c00 >>> 16;\n c00 &= 0xFFFF;\n c16 += a16 + b16;\n c32 += c16 >>> 16;\n c16 &=

0xFFFF;\n c32 += a32 + b32;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c48 += a48 + b48;\n c48 &= 0xFFFF;\n return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n/**\n * Returns the difference of this and the given Long.\n * @param {Kotlin.Long} other Long to subtract from this.\n * @return {!Kotlin.Long} The difference of this and the given Long.\n */\nKotlin.Long.prototype.subtract = function(other) {\n return this.add(other.negate());\n};\n\n\n/**\n * Returns the product of this and the given long.\n * @param {Kotlin.Long} other Long to multiply with this.\n * @return {!Kotlin.Long} The product of this and the other.\n */\nKotlin.Long.prototype.multiply = function(other) {\n if (this.isZero()) {\n   return Kotlin.Long.ZERO;\n } else if (other.isZero()) {\n   return Kotlin.Long.ZERO;\n }\n\n if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   return other.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;\n } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;\n }\n\n if (this.isNegative()) {\n   if (other.isNegative()) {\n   return this.negate().multiply(other.negate());\n   } else {\n   return this.negate().multiply(other).negate();\n   }\n } else if (other.isNegative()) {\n   return this.multiply(other.negate()).negate();\n }\n\n // If both longs are small, use float multiplication\n if (this.lessThan(Kotlin.Long.TWO_PWR_24_) &&\n   other.lessThan(Kotlin.Long.TWO_PWR_24_)) {\n   return Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());\n }\n\n // Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.\n // We can skip products that would overflow.\n\n var a48 = this.high_ >>> 16;\n var a32 = this.high_ & 0xFFFF;\n var a16 = this.low_ >>> 16;\n var a00 = this.low_ & 0xFFFF;\n\n var b48 = other.high_ >>> 16;\n var b32 = other.high_ & 0xFFFF;\n var b16 = other.low_ >>> 16;\n var b00 = other.low_ & 0xFFFF;\n\n var c48 = 0, c32 = 0, c16 = 0, c00 = 0;\n c00 += a00 * b00;\n c16 += c00 >>> 16;\n c00 &= 0xFFFF;\n c16 += a16 * b00;\n c32 += c16 >>> 16;\n c16 &= 0xFFFF;\n c16 += a00 * b16;\n c32 += c16 >>> 16;\n c16 &= 0xFFFF;\n c32 += a32 * b00;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c32 += a16 * b16;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c32 += a00 * b32;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 * b48;\n c48 &= 0xFFFF;\n return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n/**\n * Returns this Long divided by the given one.\n * @param {Kotlin.Long} other Long by which to divide.\n * @return {!Kotlin.Long} This Long divided by the given one.\n */\nKotlin.Long.prototype.div = function(other) {\n if (other.isZero()) {\n   throw Error('division by zero');\n } else if (this.isZero()) {\n   return Kotlin.Long.ZERO;\n }\n\n if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   if (other.equalsLong(Kotlin.Long.ONE) ||\n   other.equalsLong(Kotlin.Long.NEG_ONE)) {\n   return Kotlin.Long.MIN_VALUE; // recall that -MIN_VALUE == MIN_VALUE\n   } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   return Kotlin.Long.ONE;\n   } else {\n   // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.\n   var halfThis = this.shiftRight(1);\n   var approx = halfThis.div(other).shiftLeft(1);\n   if (approx.equalsLong(Kotlin.Long.ZERO)) {\n   return other.isNegative() ? Kotlin.Long.ONE : Kotlin.Long.NEG_ONE;\n   } else {\n   var rem = this.subtract(other.multiply(approx));\n   var result = approx.add(rem.div(other));\n   return result;\n   }\n   }\n } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n   return Kotlin.Long.ZERO;\n }\n\n if (this.isNegative()) {\n   if (other.isNegative()) {\n   return this.negate().div(other.negate());\n   } else {\n   return this.negate().div(other).negate();\n   }\n } else if (other.isNegative()) {\n   return this.div(other.negate()).negate();\n }\n\n // Repeat the following until the remainder is less than other: find a\n // floating-point that approximates remainder / other *from below*, add this\n // into the result, and subtract it from the remainder. It is critical that\n // the approximate value is less than or equal to the real value so that the\n // remainder never becomes negative.\n var res = Kotlin.Long.ZERO;\n var rem = this;\n while (rem.greaterThanOrEqual(other)) {\n   // Approximate the result of division. This may be a little greater or\n   // smaller than the actual value.\n   var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));\n\n   // We will tweak the approximate result by changing it in the 48-th digit or\n   // the smallest non-fractional digit, whichever is larger.\n   var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n   var delta = (log2 <= 48) ? 1 : Math.pow(2, log2 - 48);\n\n   // Decrease the approximation until it is smaller than the remainder. Note\n   // that if it is too large, the product overflows and is negative.\n   var approxRes = Kotlin.Long.fromNumber(approx);\n

var approxRem = approxRes.multiply(other);\n while (approxRem.isNegative() || approxRem.greaterThan(rem)) {\n approx -= delta;\n approxRes = Kotlin.Long.fromNumber(approx);\n approxRem = approxRes.multiply(other);\n }\n\n // We know the answer can't be zero... and actually, zero would cause\n // infinite recursion since we would make no progress.\n if (approxRes.isZero()) {\n approxRes = Kotlin.Long.ONE;\n }\n\n res = res.add(approxRes);\n rem = rem.subtract(approxRem);\n }\n return res;\n};\n\n\n/**\n * Returns this Long modulo the given one.\n * @param {Kotlin.Long} other Long by which to mod.\n * @return {!Kotlin.Long} This Long modulo the given one.\n */\nKotlin.Long.prototype.modulo = function(other) {\n return this.subtract(this.div(other).multiply(other));\n};\n\n\n/** @return {!Kotlin.Long} The bitwise-NOT of this value. */\nKotlin.Long.prototype.not = function() {\n return Kotlin.Long.fromBits(~this.low_, ~this.high_);\n};\n\n\n/**\n * Returns the bitwise-AND of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to AND.\n * @return {!Kotlin.Long} The bitwise-AND of this and the other.\n */\nKotlin.Long.prototype.and = function(other) {\n return Kotlin.Long.fromBits(this.low_ & other.low_,\n this.high_ & other.high_);\n};\n\n\n/**\n * Returns the bitwise-OR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to OR.\n * @return {!Kotlin.Long} The bitwise-OR of this and the other.\n */\nKotlin.Long.prototype.or = function(other) {\n return Kotlin.Long.fromBits(this.low_ | other.low_,\n this.high_ | other.high_);\n};\n\n\n/**\n * Returns the bitwise-XOR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to XOR.\n * @return {!Kotlin.Long} The bitwise-XOR of this and the other.\n */\nKotlin.Long.prototype.xor = function(other) {\n return Kotlin.Long.fromBits(this.low_ ^ other.low_,\n this.high_ ^ other.high_);\n};\n\n\n/**\n * Returns this Long with bits shifted to the left by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the left by the given amount.\n */\nKotlin.Long.prototype.shiftLeft = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var low = this.low_;\n if (numBits < 32) {\n var high = this.high_;\n return Kotlin.Long.fromBits(\n low << numBits,\n (high << numBits) | (low >>> (32 - numBits)));\n } else {\n return Kotlin.Long.fromBits(0, low << (numBits - 32));\n }\n }\n};\n\n\n/**\n * Returns this Long with bits shifted to the right by the given amount.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount.\n */\nKotlin.Long.prototype.shiftRight = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var low = this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high << (32 - numBits)),\n high >> numBits);\n } else {\n return Kotlin.Long.fromBits(\n high >> (numBits - 32),\n high >= 0 ? 0 : -1);\n }\n }\n};\n\n\n/**\n * Returns this Long with bits shifted to the right by the given amount, with\n * zeros placed into the new leading bits.\n * @param {number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount, with\n * zeros placed into the new leading bits.\n */\nKotlin.Long.prototype.shiftRightUnsigned = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var low = this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high << (32 - numBits)),\n high >>> numBits);\n } else if (numBits == 32) {\n return Kotlin.Long.fromBits(high, 0);\n } else {\n return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);\n }\n }\n};\n\n// Support for Kotlin\nKotlin.Long.prototype.equals = function (other) {\n return other instanceof Kotlin.Long && this.equalsLong(other);\n};\n\nKotlin.Long.prototype.compareTo_11rb$ = Kotlin.Long.prototype.compare;\n\nKotlin.Long.prototype.inc = function() {\n return this.add(Kotlin.Long.ONE);\n};\n\nKotlin.Long.prototype.dec = function() {\n return this.add(Kotlin.Long.NEG_ONE);\n};\n\nKotlin.Long.prototype.valueOf = function() {\n return this.toNumber();\n};\n\nKotlin.Long.prototype.unaryPlus = function() {\n return this;\n};\n\nKotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;\nKotlin.Long.prototype.inv = Kotlin.Long.prototype.not;\n\nKotlin.Long.prototype.rangeTo = function (other) {\n return new Kotlin.kotlin.ranges.LongRange(this, other);\n};","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be

found in the license/LICENSE.txt file.\n */\n\n/**\n * @param {string} id\n * @param {Object} declaration\n */\nKotlin.defineModule = function (id, declaration) {\n};\n\nKotlin.defineInlineFunction = function(tag, fun) {\n return fun;\n};\n\nKotlin.wrapFunction = function(fun) {\n var f = function() {\n f = fun();\n return f.apply(this, arguments);\n };\n return function() {\n return f.apply(this, arguments);\n };\n};\n\nKotlin.isTypeOf = function(type) {\n return function (object) {\n return typeof object === type;\n }\n};\n\nKotlin.isInstanceOf = function (klass) {\n return function (object) {\n return Kotlin.isType(object, klass);\n }\n};\n\nKotlin.orNull = function (fn) {\n return function (object) {\n return object == null || fn(object);\n }\n};\n\nKotlin.andPredicate = function (a, b) {\n return function (object) {\n return a(object) && b(object);\n }\n};\n\nKotlin.kotlinModuleMetadata = function (abiVersion, moduleName, data) {\n};\n\nKotlin.suspendCall = function(value) {\n return value;\n};\n\nKotlin.coroutineResult = function(qualifier) {\n throwMarkerError();\n};\n\nKotlin.coroutineController = function(qualifier) {\n throwMarkerError();\n};\n\nKotlin.coroutineReceiver = function(qualifier) {\n throwMarkerError();\n};\n\nKotlin.setCoroutineResult = function(value, qualifier) {\n throwMarkerError();\n};\n\nKotlin.getReifiedTypeParameterKType = function(typeParameter) {\n throwMarkerError();\n};\n\nfunction throwMarkerError() {\n throw new Error(\n \"This marker function should never been called. \" +\n \"Looks like compiler did not eliminate it properly. \" +\n \"Please, report an issue if you caught this exception.\");\n}\n\nKotlin.getFunctionById = function(id, defaultValue) {\n return function() {\n return defaultValue;\n }\n};","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.compareTo = function (a, b) {\n var typeA = typeof a;\n if (typeA === \"number\") {\n if (typeof b === \"number\") {\n return Kotlin.doubleCompareTo(a, b);\n }\n return Kotlin.primitiveCompareTo(a, b);\n }\n if (typeA === \"string\" || typeA === \"boolean\") {\n return Kotlin.primitiveCompareTo(a, b);\n }\n return a.compareTo_11rb$(b);\n};\n\nKotlin.primitiveCompareTo = function (a, b) {\n return a < b ? -1 : a > b ? 1 : 0;\n};\n\nKotlin.doubleCompareTo = function (a, b) {\n if (a < b) return -1;\n if (a > b) return 1;\n\n if (a === b) {\n if (a !== 0) return 0;\n\n var ia = 1 / a;\n return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);\n }\n\n return a !== a ? (b !== b ? 0 : 1) : -1\n};\n\nKotlin.charInc = function (value) {\n return Kotlin.toChar(value+1);\n};\n\nKotlin.charDec = function (value) {\n return Kotlin.toChar(value-1);\n};\n\nKotlin.imul = Math.imul || imul;\n\nKotlin.imulEmulated = imul;\n\nfunction imul(a, b) {\n return ((a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;\n}\n\n\n(function() {\n var buf = new ArrayBuffer(8);\n var bufFloat64 = new Float64Array(buf);\n var bufFloat32 = new Float32Array(buf);\n var bufInt32 = new Int32Array(buf);\n var lowIndex = 0;\n var highIndex = 1;\n\n bufFloat64[0] = -1; // bff00000_00000000\n if (bufInt32[lowIndex] !== 0) {\n lowIndex = 1;\n highIndex = 0;\n }\n\n Kotlin.doubleToBits = function(value) {\n return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);\n };\n\n Kotlin.doubleToRawBits = function(value) {\n bufFloat64[0] = value;\n return Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n };\n\n Kotlin.doubleFromBits = function(value) {\n bufInt32[lowIndex] = value.low_;\n bufInt32[highIndex] = value.high_;\n return bufFloat64[0];\n };\n\n Kotlin.floatToBits = function(value) {\n return Kotlin.floatToRawBits(isNaN(value) ? NaN : value);\n };\n\n Kotlin.floatToRawBits = function(value) {\n bufFloat32[0] = value;\n return bufInt32[0];\n };\n\n Kotlin.floatFromBits = function(value) {\n bufInt32[0] = value;\n return bufFloat32[0];\n };\n\n // returns zero value for number with positive sign bit and non-zero value for number with negative sign bit.\n Kotlin.doubleSignBit = function(value) {\n bufFloat64[0] = value;\n return bufInt32[highIndex] & 0x80000000;\n };\n\n Kotlin.numberHashCode = function(obj) {\n if ((obj | 0) === obj) {\n return obj | 0;\n }\n else {\n bufFloat64[0] = obj;\n return (bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;\n }\n })();\n\nKotlin.ensureNotNull = function(x) {\n return x != null ? x : Kotlin.throwNPE();\n};\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nif (typeof String.prototype.startsWith === \"undefined\") {\n

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Object.defineProperty(String.prototype, \"startsWith\", {\n        value: function (searchString, position) {\n position = position || 0;\n            return this.lastIndexOf(searchString, position) === position;\n        }\n    });\n}\nif (typeof String.prototype.endsWith === \"undefined\") {\n    Object.defineProperty(String.prototype, \"endsWith\", {\n        value: function (searchString, position) {\n            var subjectString = this.toString();\n            if (position === undefined || position > subjectString.length) {\n                position = subjectString.length;\n            }\n position -= searchString.length;\n            var lastIndex = subjectString.indexOf(searchString, position);\n return lastIndex !== -1 && lastIndex === position;\n        }\n    });\n}\n// ES6 Math polyfills\nif (typeof Math.sign === \"undefined\") {\n    Math.sign = function(x) {\n        x = +x; // convert to a number\n        if (x === 0 || isNaN(x)) {\n            return Number(x);\n        }\n        return x > 0 ? 1 : -1;\n    };\n}\nif (typeof Math.trunc === \"undefined\") {\n    Math.trunc = function(x) {\n        if (isNaN(x)) {\n            return NaN;\n        }\n        if (x > 0) {\n            return Math.floor(x);\n        }\n        return Math.ceil(x);\n    };\n}\n\n(function() {\n    var epsilon = 2.220446049250313E-16;\n    var taylor_2_bound = Math.sqrt(epsilon);\n    var taylor_n_bound = Math.sqrt(taylor_2_bound);\n    var upper_taylor_2_bound = 1/taylor_2_bound;\n    var upper_taylor_n_bound = 1/taylor_n_bound;\n\n    if (typeof Math.sinh === \"undefined\") {\n        Math.sinh = function(x) {\n            if (Math.abs(x) < taylor_n_bound) {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n                    result += (x * x * x) / 6;\n                }\n                return result;\n            } else {\n                var y = Math.exp(x);\n                var y1 = 1 / y;\n                if (!isFinite(y)) return Math.exp(x - Math.LN2);\n                if (!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n                return (y - y1) / 2;\n            }\n        };\n    }\n    if (typeof Math.cosh === \"undefined\") {\n        Math.cosh = function(x) {\n            var y = Math.exp(x);\n            var y1 = 1 / y;\n            if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) - Math.LN2);\n            return (y + y1) / 2;\n        };\n    }\n\n    if (typeof Math.tanh === \"undefined\") {\n        Math.tanh = function(x){\n            if (Math.abs(x) < taylor_n_bound) {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n                    result -= (x * x * x) / 3;\n                }\n                return result;\n            }\n            else {\n                var a = Math.exp(+x), b = Math.exp(-x);\n                return a === Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n            }\n        };\n    }\n\n    // Inverse hyperbolic function implementations derived from boost special math functions,\n    // Copyright Eric Ford & Hubert Holin 2001.\n\n    if (typeof Math.asinh === \"undefined\") {\n        var asinh = function(x) {\n            if (x >= +taylor_n_bound)\n            {\n                if (x > upper_taylor_n_bound)\n                {\n                    if (x > upper_taylor_2_bound)\n                    {\n                        // approximation by laurent series in 1/x at 0+ order from -1 to 0\n                        return Math.log(x) + Math.LN2;\n                    }\n                    else\n                    {\n                        // approximation by laurent series in 1/x at 0+ order from -1 to 1\n                        return Math.log(x * 2 + (1 / (x * 2)));\n                    }\n                }\n                else\n                {\n                    return Math.log(x + Math.sqrt(x * x + 1));\n                }\n            }\n            else if (x <= -taylor_n_bound)\n            {\n                return -asinh(-x);\n            }\n            else\n            {\n                // approximation by taylor series in x at 0 up to order 2\n                var result = x;\n                if (Math.abs(x) >= taylor_2_bound)\n                {\n                    var x3 = x * x * x;\n                    // approximation by taylor series in x at 0 up to order 4\n                    result -= x3 / 6;\n                }\n                return result;\n            }\n        };\n        Math.asinh = asinh;\n    }\n    if (typeof Math.acosh === \"undefined\") {\n        Math.acosh = function(x) {\n            if (x < 1)\n            {\n                return NaN;\n            }\n            else if (x - 1 >= taylor_n_bound)\n            {\n                if (x > upper_taylor_2_bound)\n                {\n                    // approximation by laurent series in 1/x at 0+ order from -1 to 0\n                    return Math.log(x) + Math.LN2;\n                }\n                else\n                {\n                    return Math.log(x + Math.sqrt(x * x - 1));\n                }\n            }\n            else\n            {\n                var y = Math.sqrt(x - 1);\n                // approximation by taylor series in y at 0 up to order 2\n                var result = y;\n                if (y >= taylor_2_bound)\n                {\n                    var y3 = y * y * y;\n                    // approximation by taylor series in y at 0 up to order 4\n                    result -= y3 / 12;\n                }\n\n                return Math.sqrt(2) * result;\n            }\n        };\n    }\n    if (typeof Math.atanh === \"undefined\") {\n        Math.atanh = function(x) {\n            if (Math.abs(x) < taylor_n_bound) {\n                var result = x;\n                if (Math.abs(x) > taylor_2_bound) {\n                    result += (x * x * x) / 3;\n                }\n                return result;\n            }\n            return Math.log((1 + x) / (1 - x)) / 2;\n        };\n    }\n    if (typeof Math.log1p === \"undefined\") {\n        Math.log1p = function(x) {\n            if (Math.abs(x) < taylor_n_bound) {\n                var x2 = x * x;\n
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var x3 = x2 * x;\n            var x4 = x3 * x;\n            // approximation by taylor series in x at 0 up to order 4\n
    return (-x4 / 4 + x3 / 3 - x2 / 2 + x);\n        }\n        return Math.log(x + 1);\n    };\n  }\n  if (typeof
Math.expm1 === \"undefined\") {\n    Math.expm1 = function(x) {\n      if (Math.abs(x) < taylor_n_bound)
{\n        var x2 = x * x;\n        var x3 = x2 * x;\n        var x4 = x3 * x;\n        // approximation by
taylor series in x at 0 up to order 4\n        return (x4 / 24 + x3 / 6 + x2 / 2 + x);\n      }\n      return
Math.exp(x) - 1;\n    };\n  }\n})();\nif (typeof Math.hypot === \"undefined\") {\n  Math.hypot = function() {\n
  var y = 0;\n    var length = arguments.length;\n\n    for (var i = 0; i < length; i++) {\n      if (arguments[i]
=== Infinity || arguments[i] === -Infinity) {\n        return Infinity;\n      }\n      y += arguments[i] *
arguments[i];\n    }\n    return Math.sqrt(y);\n  };\n}\nif (typeof Math.log10 === \"undefined\") {\n
Math.log10 = function(x) {\n    return Math.log(x) * Math.LOG10E;\n  };\n}\nif (typeof Math.log2 ===
\"undefined\") {\n  Math.log2 = function(x) {\n    return Math.log(x) * Math.LOG2E;\n  };\n}\nif (typeof
Math.clz32 === \"undefined\") {\n  Math.clz32 = (function(log, LN2) {\n    return function(x) {\n      var
asUint = x >>> 0;\n      if (asUint === 0) {\n        return 32;\n      }\n      return 31 - (log(asUint) /
LN2 | 0) | 0; // the \"| 0\" acts like math.floor\n    };\n  })(Math.log, Math.LN2);\n}\n\n// For HtmlUnit and
PhantomJs\nif (typeof ArrayBuffer.isView === \"undefined\") {\n  ArrayBuffer.isView = function(a) {\n
return a != null && a.__proto__ != null && a.__proto__.__proto__ === Int8Array.prototype.__proto__;\n
};\n}\n\nif (typeof Array.prototype.fill === \"undefined\") {\n  // Polyfill from https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Array/fill#Polyfill\n  Object.defineProperty(Array.prototype,
'fill', {\n    value: function (value) {\n\n      // Steps 1-2.\n      if (this == null) {\n        throw new
TypeError('this is null or not defined');\n      }\n\n      var O = Object(this);\n\n      // Steps 3-5.\n
var len = O.length >>> 0;\n\n      // Steps 6-7.\n      var start = arguments[1];\n      var relativeStart = start
>> 0;\n\n      // Step 8.\n      var k = relativeStart < 0 ?\n        Math.max(len + relativeStart, 0) :\n
    Math.min(relativeStart, len);\n\n      // Steps 9-10.\n      var end = arguments[2];\n      var
relativeEnd = end === undefined ?\n        len : end >> 0;\n\n      // Step 11.\n      var finalValue
= relativeEnd < 0 ?\n        Math.max(len + relativeEnd, 0) :\n        Math.min(relativeEnd,
len);\n\n      // Step 12.\n      while (k < finalValue) {\n        O[k] = value;\n        k++;\n      }\n\n
    // Step 13.\n      return O;\n    }\n  });\n}\n\n(function() {\n  function normalizeOffset(offset, length)
{\n    if (offset < 0) return Math.max(0, offset + length);\n    return Math.min(offset, length);\n  }\n  function
typedArraySlice(begin, end) {\n    if (typeof end === \"undefined\") {\n      end = this.length;\n    }\n
begin = normalizeOffset(begin || 0, this.length);\n    end = Math.max(begin, normalizeOffset(end, this.length));\n
  return new this.constructor(this.subarray(begin, end));\n  }\n\n  var arrays = [Int8Array, Int16Array,
Uint16Array, Int32Array, Float32Array, Float64Array];\n  for (var i = 0; i < arrays.length; ++i) {\n    var
TypedArray = arrays[i];\n    if (typeof TypedArray.prototype.fill === \"undefined\") {\n
Object.defineProperty(TypedArray.prototype, 'fill', {\n        value: Array.prototype.fill\n      });\n    }\n
  if (typeof TypedArray.prototype.slice === \"undefined\") {\n      Object.defineProperty(TypedArray.prototype,
'slice', {\n        value: typedArraySlice\n      });\n    }\n  }\n\n  // Patch apply to work with TypedArrays
if needed.\n  try {\n    (function() {}).apply(null, new Int32Array(0))\n  } catch (e) {\n    var apply =
Function.prototype.apply;\n    Object.defineProperty(Function.prototype, 'apply', {\n      value: function(self,
array) {\n        return apply.call(this, self, [].slice.call(array));\n      }\n    });\n  }\n\n\n  // Patch map to
work with TypedArrays if needed.\n  for (var i = 0; i < arrays.length; ++i) {\n    var TypedArray = arrays[i];\n
  if (typeof TypedArray.prototype.map === \"undefined\") {\n      Object.defineProperty(TypedArray.prototype,
'map', {\n        value: function(callback, self) {\n          return [].slice.call(this).map(callback, self);\n
    }\n      });\n    }\n  }\n\n  // Patch sort to work with TypedArrays if needed.\n  // TODO: consider to
remove following function and replace it with `Kotlin.doubleCompareTo` (see misc.js)\n  var
totalOrderComparator = function (a, b) {\n    if (a < b) return -1;\n    if (a > b) return 1;\n\n    if (a === b) {\n
    if (a !== 0) return 0;\n\n      var ia = 1 / a;\n      return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);\n    }\n\n
return a !== a ? (b !== b ? 0 : 1) : -1\n  };\n\n  for (var i = 0; i < arrays.length; ++i) {\n    var TypedArray =
arrays[i];\n    if (typeof TypedArray.prototype.sort === \"undefined\") {\n
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Object.defineProperty(TypedArray.prototype, 'sort', {\n value: function(compareFunction) {\n return Array.prototype.sort.call(this, compareFunction || totalOrderComparator);\n }\n });\n }\n }\n})();\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nKotlin.Kind = {\n CLASS: \"class\",\n INTERFACE: \"interface\",\n OBJECT: \"object\"\n};\n\nKotlin.callGetter = function (thisObject, klass, propertyName) {\n var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);\n if (propertyDescriptor != null && propertyDescriptor.get != null) {\n return propertyDescriptor.get.call(thisObject);\n }\n\n propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);\n if (propertyDescriptor != null && \"value\" in propertyDescriptor) {\n return thisObject[propertyName];\n }\n\n return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);\n};\n\nKotlin.callSetter = function (thisObject, klass, propertyName, value) {\n var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);\n if (propertyDescriptor != null && propertyDescriptor.set != null) {\n propertyDescriptor.set.call(thisObject, value);\n return;\n }\n\n propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);\n if (propertyDescriptor != null && \"value\" in propertyDescriptor) {\n thisObject[propertyName] = value;\n return\n }\n\n Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);\n};\n\nfunction isInheritanceFromInterface(ctor, iface) {\n if (ctor === iface) return true;\n\n var metadata = ctor.$metadata$;\n if (metadata != null) {\n var interfaces = metadata.interfaces;\n for (var i = 0; i < interfaces.length; i++) {\n if (isInheritanceFromInterface(interfaces[i], iface)) {\n return true;\n }\n }\n }\n\n var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;\n var superConstructor = superPrototype != null ? superPrototype.constructor : null;\n return superConstructor != null && isInheritanceFromInterface(superConstructor, iface);\n}\n\n/**\n *\n * @param {*} object\n * @param {Function|Object} klass\n * @returns {Boolean}\n */\nKotlin.isType = function (object, klass) {\n if (klass === Object) {\n switch (typeof object) {\n case \"string\":\n case \"number\":\n case \"boolean\":\n case \"function\":\n return true;\n default:\n return object instanceof Object;\n }\n }\n\n if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {\n return false;\n }\n\n if (typeof klass === \"function\" && object instanceof klass) {\n return true;\n }\n\n var proto = Object.getPrototypeOf(klass);\n var constructor = proto != null ? proto.constructor : null;\n if (constructor != null && \"$metadata$\" in constructor) {\n var metadata = constructor.$metadata$;\n if (metadata.kind === Kotlin.Kind.OBJECT) {\n return object === klass;\n }\n }\n\n var klassMetadata = klass.$metadata$;\n\n // In WebKit (JavaScriptCore) for some interfaces from DOM typeof returns \"object\", nevertheless they can be used in RHS of instanceof\n if (klassMetadata == null) {\n return object instanceof klass;\n }\n\n if (klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor != null) {\n return isInheritanceFromInterface(object.constructor, klass);\n }\n\n return false;\n};\n\nKotlin.isNumber = function (a) {\n return typeof a == \"number\" || a instanceof Kotlin.Long;\n};\n\nKotlin.isChar = function (value) {\n return value instanceof Kotlin.BoxedChar\n};\n\nKotlin.isComparable = function (value) {\n var type = typeof value;\n\n return type === \"string\" ||\n type === \"boolean\" ||\n Kotlin.isNumber(value) ||\n Kotlin.isType(value, Kotlin.kotlin.Comparable);\n};\n\nKotlin.isCharSequence = function (value) {\n return typeof value === \"string\" || Kotlin.isType(value, Kotlin.kotlin.CharSequence);\n};","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the module\n\n@PublishedApi\nexternal internal fun <T> Array(size: Int): Array<T>\n\n@JsName(\"newArray\")\nfun <T> newArray(size: Int, initValue: T) = fillArrayVal(Array<T>(size), initValue)\n\n@JsName(\"newArrayF\")\ninline fun <T> arrayWithFun(size: Int, init: (Int) -> T) = fillArrayFun(Array<T>(size), init)\n\n@JsName(\"fillArray\")\ninline fun <T> fillArrayFun(array: Array<T>, init: (Int) -> T): Array<T> {\n for (i in 0..array.size - 1) {\n array[i] = init(i)\n }\n return
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array\n}\n\n@JsName(\"booleanArray\")\nfun booleanArray(size: Int, init: dynamic): Array<Boolean> {\n val result: dynamic = Array<Boolean>(size)\n result.`$type$` = \"BooleanArray\"\n return when (init) {\n null, true -> fillArrayVal(result, false)\n false -> result\n else -> fillArrayFun<Boolean>(result, init)\n }\n}\n\n@JsName(\"booleanArrayF\")\ninline fun booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> = fillArrayFun(booleanArray(size, false), init)\n\n@JsName(\"charArray\")\n@Suppress(\"UNUSED_PARAMETER\")\nfun charArray(size: Int, init: dynamic): Array<Char> {\n val result = js(\"new Uint16Array(size)\")\n result.`$type$` = \"CharArray\"\n return when (init) {\n null, true, false -> result // For consistency\n else -> fillArrayFun<Char>(result, init)\n }\n}\n\n@JsName(\"charArrayF\")\ninline fun charArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {\n val array = charArray(size, null)\n for (i in 0..array.size - 1) {\n @Suppress(\"UNUSED_VARIABLE\") // used in js block\n val value = init(i)\n js(\"array[i] = value;\")\n }\n return array\n}\n\n@JsName(\"untypedCharArrayF\")\ninline fun untypedCharArrayWithFun(size: Int, init: (Int) -> Char): Array<Char> {\n val array = Array<Char>(size)\n for (i in 0..array.size - 1) {\n @Suppress(\"UNUSED_VARIABLE\") // used in js block\n val value = init(i)\n js(\"array[i] = value;\")\n }\n return array\n}\n\n@JsName(\"longArray\")\nfun longArray(size: Int, init: dynamic): Array<Long> {\n val result: dynamic = Array<Long>(size)\n result.`$type$` = \"LongArray\"\n return when (init) {\n null, true -> fillArrayVal(result, 0L)\n false -> result\n else -> fillArrayFun<Long>(result, init)\n }\n}\n\n@JsName(\"longArrayF\")\ninline fun longArrayWithFun(size: Int, init: (Int) -> Long): Array<Long> = fillArrayFun(longArray(size, false), init)\n\nprivate fun <T> fillArrayVal(array: Array<T>, initValue: T): Array<T> {\n for (i in 0..array.size - 1) {\n array[i] = initValue\n }\n return array\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\npublic class Enum<T : Enum<T>> : Comparable<Enum<T>> {\n @JsName(\"name$\") private var _name: String = \"\"\n @JsName(\"ordinal$\") private var _ordinal: Int = 0\n\n val name: String\n get() = _name\n\n val ordinal: Int\n get() = _ordinal\n\n override fun compareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)\n\n override fun equals(other: Any?) = this === other\n\n override fun hashCode(): Int = js(\"Kotlin.identityHashCode\")(this)\n\n override fun toString() = name\n\n companion object\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js.internal\n\n@JsName(\"DoubleCompanionObject\")\ninternal object DoubleCompanionObject {\n @JsName(\"MIN_VALUE\")\n const val MIN_VALUE: Double = 4.9E-324\n\n @JsName(\"MAX_VALUE\")\n const val MAX_VALUE: Double = 1.7976931348623157E308\n\n @JsName(\"POSITIVE_INFINITY\")\n @Suppress(\"DIVISION_BY_ZERO\")\n const val POSITIVE_INFINITY: Double = 1.0 / 0.0\n\n @JsName(\"NEGATIVE_INFINITY\")\n @Suppress(\"DIVISION_BY_ZERO\")\n const val NEGATIVE_INFINITY: Double = -1.0 / 0.0\n\n @JsName(\"NaN\")\n @Suppress(\"DIVISION_BY_ZERO\")\n const val NaN: Double = -(0.0 / 0.0)\n\n @JsName(\"SIZE_BYTES\")\n const val SIZE_BYTES = 8\n\n @JsName(\"SIZE_BITS\")\n const val SIZE_BITS = 64\n}\n\n@JsName(\"FloatCompanionObject\")\ninternal object FloatCompanionObject {\n @JsName(\"MIN_VALUE\")\n const val MIN_VALUE: Float = 1.4E-45F\n\n @JsName(\"MAX_VALUE\")\n const val MAX_VALUE: Float = 3.4028235E38F\n\n @JsName(\"POSITIVE_INFINITY\")\n @Suppress(\"DIVISION_BY_ZERO\")\n const val POSITIVE_INFINITY: Float = 1.0F / 0.0F\n\n @JsName(\"NEGATIVE_INFINITY\")\n @Suppress(\"DIVISION_BY_ZERO\")\n const val NEGATIVE_INFINITY: Float = -1.0F / 0.0F\n\n @JsName(\"NaN\")\n @Suppress(\"DIVISION_BY_ZERO\")\n const val NaN: Float = -(0.0F / 0.0F)\n\n @JsName(\"SIZE_BYTES\")\n const val SIZE_BYTES = 4\n\n @JsName(\"SIZE_BITS\")\n const val SIZE_BITS = 32\n}\n\n@JsName(\"IntCompanionObject\")\ninternal object IntCompanionObject {\n @JsName(\"MIN_VALUE\")\n val MIN_VALUE: Int = -2147483647 - 1\n\n @JsName(\"MAX_VALUE\")\n val MAX_VALUE: Int = 2147483647\n\n @JsName(\"SIZE_BYTES\")\n const val SIZE_BYTES = 4\n\n

@JsName(\"SIZE_BITS\")\n   const val SIZE_BITS = 32\n}\n\n@JsName(\"LongCompanionObject\")\ninternal object LongCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Long = js(\"Kotlin.Long.MIN_VALUE\")\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Long = js(\"Kotlin.Long.MAX_VALUE\")\n\n   @JsName(\"SIZE_BYTES\")\n   const val SIZE_BYTES = 8\n\n   @JsName(\"SIZE_BITS\")\n   const val SIZE_BITS = 64\n}\n\n@JsName(\"ShortCompanionObject\")\ninternal object ShortCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Short = -32768\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Short = 32767\n\n   @JsName(\"SIZE_BYTES\")\n   const val SIZE_BYTES = 2\n\n   @JsName(\"SIZE_BITS\")\n   const val SIZE_BITS = 16\n}\n\n@JsName(\"ByteCompanionObject\")\ninternal object ByteCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   val MIN_VALUE: Byte = -128\n\n   @JsName(\"MAX_VALUE\")\n   val MAX_VALUE: Byte = 127\n\n   @JsName(\"SIZE_BYTES\")\n   const val SIZE_BYTES = 1\n\n   @JsName(\"SIZE_BITS\")\n   const val SIZE_BITS = 8\n}\n\n@JsName(\"CharCompanionObject\")\ninternal object CharCompanionObject {\n   @JsName(\"MIN_VALUE\")\n   public const val MIN_VALUE: Char = '\\u0000'\n\n   @JsName(\"MAX_VALUE\")\n   public const val MAX_VALUE: Char = '\\uFFFF'\n\n   @JsName(\"MIN_HIGH_SURROGATE\")\n   public const val MIN_HIGH_SURROGATE: Char = '\\uD800'\n\n   @JsName(\"MAX_HIGH_SURROGATE\")\n   public const val MAX_HIGH_SURROGATE: Char = '\\uDBFF'\n\n   @JsName(\"MIN_LOW_SURROGATE\")\n   public const val MIN_LOW_SURROGATE: Char = '\\uDC00'\n\n   @JsName(\"MAX_LOW_SURROGATE\")\n   public const val MAX_LOW_SURROGATE: Char = '\\uDFFF'\n\n   @JsName(\"MIN_SURROGATE\")\n   public const val MIN_SURROGATE: Char = MIN_HIGH_SURROGATE\n\n   @JsName(\"MAX_SURROGATE\")\n   public const val MAX_SURROGATE: Char = MAX_LOW_SURROGATE\n\n   @JsName(\"SIZE_BYTES\")\n   const val SIZE_BYTES = 2\n\n   @JsName(\"SIZE_BITS\")\n   const val SIZE_BITS = 16\n}\n\ninternal object StringCompanionObject {}\n\ninternal object BooleanCompanionObject {}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ArraysKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component1(): T {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component1(): Byte {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component1(): Short {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component1(): Int {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component1(): Float {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n

*/\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component1(): Double {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component1(): Boolean {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1(): Char {\n   return get(0)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component2(): T {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {\n   return get(1)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component3(): T {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component3(): Byte {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*/\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n   return get(2)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component4(): T {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4(): Long {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component4(): Float {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component4(): Double {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component4(): Boolean {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component4(): Char {\n   return get(3)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component5(): T {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component5(): Byte {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n

*/\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component5(): Short {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component5(): Int {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component5(): Long {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component5(): Float {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component5(): Double {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component5(): Boolean {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component5(): Char {\n   return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun ByteArray.contains(element: Byte): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun ShortArray.contains(element: Short): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun IntArray.contains(element: Int): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun LongArray.contains(element: Long): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\n@Deprecated(\"The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or '.asList().contains(element: T)' to get the same search behavior as in a list.\", ReplaceWith(\"any { it == element }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\n@Suppress(\"DEPRECATION_ERROR\")\npublic operator fun FloatArray.contains(element: Float): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\n@Deprecated(\"The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or '.asList().contains(element: T)' to get the same search behavior as in a list.\", ReplaceWith(\"any { it == element }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\n@Suppress(\"DEPRECATION_ERROR\")\npublic operator fun DoubleArray.contains(element: Double): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun BooleanArray.contains(element: Boolean): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns `true` if [element] is found in the array.\n */\npublic operator fun CharArray.contains(element: Char): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun <T> Array<out T>.elementAt(index: Int): T\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun ByteArray.elementAt(index: Int): Byte\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is

out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun ShortArray.elementAt(index: Int): Short\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun IntArray.elementAt(index: Int): Int\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun LongArray.elementAt(index: Int): Long\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun FloatArray.elementAt(index: Int): Float\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun DoubleArray.elementAt(index: Int): Double\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun BooleanArray.elementAt(index: Int): Boolean\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun CharArray.elementAt(index: Int): Char\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {\n   return if (index >= 0 &&

index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrNull(index: Int): Byte? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.elementAtOrNull(index: Int): Short? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.elementAtOrNull(index: Int): Int? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.elementAtOrNull(index: Int): Long? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.elementAtOrNull(index: Int): Float? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrNull(index: Int): Double? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.elementAtOrNull(index: Int): Char? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample

samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.findLast(predicate: (Int) -> Boolean): Int? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.findLast(predicate: (Long) -> Boolean): Long? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.findLast(predicate: (Float) -> Boolean): Float? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean): Boolean? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun <T> Array<out T>.first(): T {\n   if (isEmpty())\n   throw NoSuchElementException(\"Array is empty.\")\n   return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun ByteArray.first(): Byte {\n   if (isEmpty())\n   throw NoSuchElementException(\"Array is empty.\")\n   return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun ShortArray.first(): Short {\n   if (isEmpty())\n   throw NoSuchElementException(\"Array is empty.\")\n   return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun IntArray.first(): Int {\n   if (isEmpty())\n   throw NoSuchElementException(\"Array is empty.\")\n   return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun LongArray.first(): Long {\n   if

(isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun FloatArray.first(): Float {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun DoubleArray.first(): Double {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun BooleanArray.first(): Boolean {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the array is empty.\n */\npublic fun CharArray.first(): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun IntArray.first(predicate: (Int) -> Boolean): Int {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun LongArray.first(predicate: (Long) -> Boolean): Long {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun CharArray.first(predicate: (Char) -> Boolean): Char {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this array in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Array<out T>.firstNotNullOf(transform: (T) -> R?): R {\n return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException(\"No element of the array was transformed to a non-null value.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this array in iteration order,\n

* or `null` if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Array<out T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n for (element in this) {\n val result = transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun <T> Array<out T>.firstOrNull(): T? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun ByteArray.firstOrNull(): Byte? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun ShortArray.firstOrNull(): Short? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun IntArray.firstOrNull(): Int? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun LongArray.firstOrNull(): Long? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun FloatArray.firstOrNull(): Float? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun DoubleArray.firstOrNull(): Double? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun BooleanArray.firstOrNull(): Boolean? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun CharArray.firstOrNull(): Char? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of

bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun <T> Array<out T>.getOrNull(index: Int): T? {\n   return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun ByteArray.getOrNull(index: Int): Byte? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun ShortArray.getOrNull(index: Int): Short? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun IntArray.getOrNull(index: Int): Int? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun LongArray.getOrNull(index: Int): Long? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun FloatArray.getOrNull(index: Int): Float? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun DoubleArray.getOrNull(index: Int): Double? {\n   return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun BooleanArray.getOrNull(index: Int): Boolean? {\n   return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun CharArray.getOrNull(index: Int): Char? {\n

return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.indexOf(element: T): Int {\n if (element == null) {\n for (index in indices) {\n if (this[index] == null) {\n return index\n }\n }\n } else {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun ByteArray.indexOf(element: Byte): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun ShortArray.indexOf(element: Short): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun IntArray.indexOf(element: Int): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun LongArray.indexOf(element: Long): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\n@Deprecated(\"The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.\", ReplaceWith(\"indexOfFirst { it == element }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic fun FloatArray.indexOf(element: Float): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\n@Deprecated(\"The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or '.asList().indexOf(element: T)' to get the same search behavior as in a list.\", ReplaceWith(\"indexOfFirst { it == element }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic fun DoubleArray.indexOf(element: Double): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun BooleanArray.indexOf(element: Boolean): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain element.\n */\npublic fun CharArray.indexOf(element: Char): Int {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {\n for (index in indices) {\n if

(predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun BooleanArray.indexOfLast(predicate: (Boolean) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun CharArray.indexOfLast(predicate: (Char) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Array<out T>.last(): T {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun ByteArray.last(): Byte {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun ShortArray.last(): Short {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun IntArray.last(): Int {\n if (isEmpty())\n throw

NoSuchElementException(\"Array is empty.\")\n   return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun LongArray.last(): Long {\n   if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n   return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun FloatArray.last(): Float {\n   if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n   return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun DoubleArray.last(): Double {\n   if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n   return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun BooleanArray.last(): Boolean {\n   if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n   return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun CharArray.last(): Char {\n   if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n   return this[lastIndex]\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Array<out T>.last(predicate: (T) -> Boolean): T {\n   for (index in this.indices.reversed()) {\n   val element = this[index]\n   if (predicate(element)) return element\n   }\n   throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {\n   for (index in this.indices.reversed()) {\n   val element = this[index]\n   if (predicate(element)) return element\n   }\n   throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun ShortArray.last(predicate: (Short) -> Boolean): Short {\n   for (index in this.indices.reversed()) {\n   val element = this[index]\n   if (predicate(element)) return element\n   }\n   throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun IntArray.last(predicate: (Int) -> Boolean): Int {\n   for (index in this.indices.reversed()) {\n   val element = this[index]\n   if (predicate(element)) return element\n   }\n   throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun LongArray.last(predicate: (Long) -> Boolean): Long {\n   for (index in this.indices.reversed()) {\n   val element = this[index]\n   if (predicate(element)) return element\n   }\n   throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun FloatArray.last(predicate: (Float) -> Boolean): Float {\n   for (index in this.indices.reversed()) {\n   val element = this[index]\n   if (predicate(element)) return element\n   }\n   throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun DoubleArray.last(predicate: (Double) ->

Boolean): Double {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun CharArray.last(predicate: (Char) -> Boolean): Char {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.lastIndexOf(element: T): Int {\n if (element == null) {\n for (index in indices.reversed()) {\n if (this[index] == null) {\n return index\n }\n }\n } else {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun ByteArray.lastIndexOf(element: Byte): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun ShortArray.lastIndexOf(element: Short): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun IntArray.lastIndexOf(element: Int): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun LongArray.lastIndexOf(element: Long): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\n@Deprecated(\"The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior as in a list.\", ReplaceWith(\"indexOfLast { it == element }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic fun FloatArray.lastIndexOf(element: Float): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\n@Deprecated(\"The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior as in a list.\", ReplaceWith(\"indexOfLast { it == element }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic fun DoubleArray.lastIndexOf(element: Double): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun BooleanArray.lastIndexOf(element: Boolean): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n */\npublic fun CharArray.lastIndexOf(element: Char): Int {\n for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Array<out T>.lastOrNull(): T? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun ByteArray.lastOrNull(): Byte? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n *

@sample samples.collections.Collections.Elements.last\n */\npublic fun ShortArray.lastOrNull(): Short? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun IntArray.lastOrNull(): Int? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun LongArray.lastOrNull(): Long? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun FloatArray.lastOrNull(): Float? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun DoubleArray.lastOrNull(): Double? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun BooleanArray.lastOrNull(): Boolean? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun CharArray.lastOrNull(): Char? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun ShortArray.lastOrNull(predicate: (Short) -> Boolean): Short? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun BooleanArray.lastOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun CharArray.lastOrNull(predicate: (Char) ->

Boolean): Char? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.random(): T {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.random(): Byte {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.random(): Short {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.random(): Int {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.random(): Long {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.random(): Float {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.random(): Double {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.random(): Boolean {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.random(): Char {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> Array<out T>.random(random: Random): T {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun ByteArray.random(random: Random): Byte {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun ShortArray.random(random: Random): Short {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun IntArray.random(random: Random): Int {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun LongArray.random(random: Random): Long {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun FloatArray.random(random: Random): Float {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun DoubleArray.random(random: Random): Double {\n if (isEmpty())\n throw

NoSuchElementException(\"Array is empty.\")\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun BooleanArray.random(random: Random): Boolean {\n   if (isEmpty())\n   throw NoSuchElementException(\"Array is empty.\")\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun CharArray.random(random: Random): Char {\n   if (isEmpty())\n   throw NoSuchElementException(\"Array is empty.\")\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.randomOrNull(): T? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.randomOrNull(): Byte? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.randomOrNull(): Short? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.randomOrNull(): Int? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.randomOrNull(): Long? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.randomOrNull(): Float? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.randomOrNull(): Double? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.randomOrNull(): Boolean? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.randomOrNull(): Char? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> Array<out T>.randomOrNull(random: Random): T? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun ByteArray.randomOrNull(random: Random): Byte? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun ShortArray.randomOrNull(random: Random): Short? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n

*/\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun IntArray.randomOrNull(random: Random): Int? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun LongArray.randomOrNull(random: Random): Long? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun FloatArray.randomOrNull(random: Random): Float? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun DoubleArray.randomOrNull(random: Random): Double? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun BooleanArray.randomOrNull(random: Random): Boolean? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun CharArray.randomOrNull(random: Random): Char? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun <T> Array<out T>.single(): T {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun ByteArray.single(): Byte {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun ShortArray.single(): Short {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun IntArray.single(): Int {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun LongArray.single(): Long {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun FloatArray.single(): Float {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun DoubleArray.single(): Double {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 -> this[0]\n   else -> throw IllegalArgumentException(\"Array has more than one element.\")\n   }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun BooleanArray.single(): Boolean {\n   return when (size) {\n   0 -> throw NoSuchElementException(\"Array is empty.\")\n   1 ->

this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\npublic fun CharArray.single(): Char {\n return when (size) {\n 0 -> throw NoSuchElementException(\"Array is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Array has more than one element.\")\n }\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {\n var single: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as T\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {\n var single: Byte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Byte\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {\n var single: Short? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Short\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun IntArray.single(predicate: (Int) -> Boolean): Int {\n var single: Int? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Int\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun LongArray.single(predicate: (Long) -> Boolean): Long {\n var single: Long? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Long\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {\n var single: Float? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Float\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun DoubleArray.single(predicate: (Double) -> Boolean): Double {\n var single: Double? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Double\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {\n var

single: Boolean? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Boolean\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun CharArray.single(predicate: (Char) -> Boolean): Char {\n var single: Char? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as Char\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun <T> Array<out T>.singleOrNull(): T? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun ByteArray.singleOrNull(): Byte? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun ShortArray.singleOrNull(): Short? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun IntArray.singleOrNull(): Int? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun LongArray.singleOrNull(): Long? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun FloatArray.singleOrNull(): Float? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun DoubleArray.singleOrNull(): Double? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun BooleanArray.singleOrNull(): Boolean? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\npublic fun CharArray.singleOrNull(): Char? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {\n var single: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {\n var single: Byte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {\n var single: Short? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {\n var single: Int? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {\n var single: Long? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean):

Float? {\n var single: Float? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {\n var single: Double? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n var single: Boolean? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {\n var single: Char? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out T>.drop(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.drop(n: Int): List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.drop(n: Int): List<Short> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.drop(n: Int): List<Int> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.drop(n: Int): List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.drop(n: Int): List<Float> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.drop(n: Int): List<Double> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.drop(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws

IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.drop(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out T>.dropLast(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.dropLast(n: Int): List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.dropLast(n: Int): List<Short> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.dropLast(n: Int): List<Int> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.dropLast(n: Int): List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun FloatArray.dropLast(n: Int): List<Float> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun DoubleArray.dropLast(n: Int): List<Double> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun BooleanArray.dropLast(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun CharArray.dropLast(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample

samples.collections.Collections.Transformations.drop\n */\npublic inline fun ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun LongArray.dropLastWhile(predicate: (Long) -> Boolean): List<Long> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun FloatArray.dropLastWhile(predicate: (Float) -> Boolean): List<Float> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun DoubleArray.dropLastWhile(predicate: (Double) -> Boolean): List<Double> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun CharArray.dropLastWhile(predicate: (Char) -> Boolean): List<Char> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {\n var yielding = false\n val list = ArrayList<T>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n var yielding = false\n val list = ArrayList<Byte>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {\n var yielding = false\n val list = ArrayList<Short>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {\n var yielding = false\n val list = ArrayList<Int>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n var yielding = false\n val list = ArrayList<Long>()\n for (item in this)\n

if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {\n var yielding = false\n val list = ArrayList<Float>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {\n var yielding = false\n val list = ArrayList<Double>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n var yielding = false\n val list = ArrayList<Boolean>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {\n var yielding = false\n val list = ArrayList<Char>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun <T> Array<out T>.filter(predicate: (T) -> Boolean): List<T> {\n return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {\n return filterTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {\n return filterTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {\n return filterTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {\n return filterTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {\n return filterTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {\n return filterTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {\n return filterTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {\n return filterTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n return filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param

[predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {\n return filterIndexedTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {\n return filterIndexedTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {\n return filterIndexedTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {\n return filterIndexedTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {\n return filterIndexedTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {\n return filterIndexedTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {\n return filterIndexedTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {\n return filterIndexedTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample

samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Returns a list containing all elements that are instances of specified type parameter R.\n * \n * @sample samples.collections.Collections.Filtering.filterIsInstance\n */\npublic inline fun <reified R> Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n   return filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterIsInstanceTo\n */\npublic inline fun <reified R, C : MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {\n   for (element in this) if (element is R) destination.add(element)\n   return destination\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun <T> Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {\n   return filterNotTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun ByteArray.filterNot(predicate: (Byte) ->

Boolean): List<Byte> {\n   return filterNotTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {\n   return filterNotTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {\n   return filterNotTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {\n   return filterNotTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {\n   return filterNotTo(ArrayList<Float>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {\n   return filterNotTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {\n   return filterNotTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {\n   return filterNotTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n * \n * @sample samples.collections.Collections.Filtering.filterNotNull\n */\npublic fun <T : Any> Array<out T?>.filterNotNull(): List<T> {\n   return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterNotNullTo\n */\npublic fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {\n   for (element in this) if (element != null) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Float>>

FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun <T> Array<out T>.slice(indices: IntRange): List<T> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at

indices in the specified [indices] range.\n */\npublic fun ByteArray.slice(indices: IntRange): List<Byte> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun ShortArray.slice(indices: IntRange): List<Short> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun IntArray.slice(indices: IntRange): List<Int> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun LongArray.slice(indices: IntRange): List<Long> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun FloatArray.slice(indices: IntRange): List<Float> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun DoubleArray.slice(indices: IntRange): List<Double> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun BooleanArray.slice(indices: IntRange): List<Boolean> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun CharArray.slice(indices: IntRange): List<Char> {\n   if (indices.isEmpty()) return listOf()\n   return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<T>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Byte>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun ShortArray.slice(indices: Iterable<Int>): List<Short> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Short>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun IntArray.slice(indices: Iterable<Int>): List<Int> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Int>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun LongArray.slice(indices: Iterable<Int>): List<Long> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Long>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun FloatArray.slice(indices: Iterable<Int>): List<Float> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Float>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Double>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Boolean>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun CharArray.slice(indices: Iterable<Int>): List<Char> {\n   val size = indices.collectionSizeOrDefault(10)\n   if (size == 0) return emptyList()\n   val list = ArrayList<Char>(size)\n   for (index in indices) {\n   list.add(get(index))\n   }\n   return list\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun <T>

Array<T>.sliceArray(indices: Collection<Int>): Array<T> {\n val result = arrayOfNulls(this, indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {\n val result = ByteArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {\n val result = ShortArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun IntArray.sliceArray(indices: Collection<Int>): IntArray {\n val result = IntArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun LongArray.sliceArray(indices: Collection<Int>): LongArray {\n val result = LongArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun FloatArray.sliceArray(indices: Collection<Int>): FloatArray {\n val result = FloatArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {\n val result = DoubleArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {\n val result = BooleanArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun CharArray.sliceArray(indices: Collection<Int>): CharArray {\n val result = CharArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun <T> Array<T>.sliceArray(indices: IntRange): Array<T> {\n if (indices.isEmpty()) return copyOfRange(0, 0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun ByteArray.sliceArray(indices: IntRange): ByteArray {\n if (indices.isEmpty()) return ByteArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun ShortArray.sliceArray(indices: IntRange): ShortArray {\n if (indices.isEmpty()) return ShortArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun IntArray.sliceArray(indices: IntRange): IntArray {\n if (indices.isEmpty()) return IntArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun LongArray.sliceArray(indices: IntRange): LongArray {\n if (indices.isEmpty()) return LongArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun FloatArray.sliceArray(indices: IntRange): FloatArray {\n if (indices.isEmpty()) return FloatArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun DoubleArray.sliceArray(indices: IntRange): DoubleArray {\n if (indices.isEmpty()) return DoubleArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun BooleanArray.sliceArray(indices: IntRange): BooleanArray {\n if (indices.isEmpty()) return BooleanArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun CharArray.sliceArray(indices: IntRange): CharArray {\n if (indices.isEmpty()) return CharArray(0)\n return

copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.take(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<T>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ByteArray.take(n: Int): List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Byte>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.take(n: Int): List<Short> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Short>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.take(n: Int): List<Int> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Int>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.take(n: Int): List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Long>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun FloatArray.take(n: Int): List<Float> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Float>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun DoubleArray.take(n: Int): List<Double> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Double>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.take(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Boolean>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun CharArray.take(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Char>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample

samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.takeLast(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<T>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ByteArray.takeLast(n: Int): List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Byte>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.takeLast(n: Int): List<Short> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Short>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.takeLast(n: Int): List<Int> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Int>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.takeLast(n: Int): List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Long>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun FloatArray.takeLast(n: Int): List<Float> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Float>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun DoubleArray.takeLast(n: Int): List<Double> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Double>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.takeLast(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Boolean>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun CharArray.takeLast(n: Int): List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Char>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a

list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ByteArray.takeLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun IntArray.takeLastWhile(predicate: (Int) -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun LongArray.takeLastWhile(predicate: (Long) -> Boolean): List<Long> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun FloatArray.takeLastWhile(predicate: (Float) -> Boolean): List<Float> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun DoubleArray.takeLastWhile(predicate: (Double) -> Boolean): List<Double> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun BooleanArray.takeLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun <T> Array<out T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n val list = ArrayList<T>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ByteArray.takeWhile(predicate: (Byte) -> Boolean): List<Byte> {\n val list = ArrayList<Byte>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun ShortArray.takeWhile(predicate: (Short) -> Boolean): List<Short> {\n val list = ArrayList<Short>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun IntArray.takeWhile(predicate: (Int) -> Boolean): List<Int> {\n val list = ArrayList<Int>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun LongArray.takeWhile(predicate: (Long) -> Boolean): List<Long> {\n val list = ArrayList<Long>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun FloatArray.takeWhile(predicate:

(Float) -> Boolean): List<Float> {\n val list = ArrayList<Float>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun DoubleArray.takeWhile(predicate: (Double) -> Boolean): List<Double> {\n val list = ArrayList<Double>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun BooleanArray.takeWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n val list = ArrayList<Boolean>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun CharArray.takeWhile(predicate: (Char) -> Boolean): List<Char> {\n val list = ArrayList<Char>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun <T> Array<T>.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun ByteArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun ShortArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun IntArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun LongArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun FloatArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun DoubleArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun BooleanArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n */\npublic fun CharArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Array<T>.reverse(fromIndex: Int, toIndex: Int): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val midPoint = (fromIndex + toIndex) / 2\n if (fromIndex == midPoint) return\n var reverseIndex = toIndex - 1\n for (index in fromIndex until midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements of the

array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val midPoint = (fromIndex + toIndex) / 2\n   if (fromIndex == midPoint) return\n   var reverseIndex = toIndex - 1\n   for (index in fromIndex until midPoint) {\n   val tmp = this[index]\n   this[index] = this[reverseIndex]\n   this[reverseIndex] = tmp\n   reverseIndex--\n   }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val midPoint = (fromIndex + toIndex) / 2\n   if (fromIndex == midPoint) return\n   var reverseIndex = toIndex - 1\n   for (index in fromIndex until midPoint) {\n   val tmp = this[index]\n   this[index] = this[reverseIndex]\n   this[reverseIndex] = tmp\n   reverseIndex--\n   }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val midPoint = (fromIndex + toIndex) / 2\n   if (fromIndex == midPoint) return\n   var reverseIndex = toIndex - 1\n   for (index in fromIndex until midPoint) {\n   val tmp = this[index]\n   this[index] = this[reverseIndex]\n   this[reverseIndex] = tmp\n   reverseIndex--\n   }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun LongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val midPoint = (fromIndex + toIndex) / 2\n   if (fromIndex == midPoint) return\n   var reverseIndex = toIndex - 1\n   for (index in fromIndex until midPoint) {\n   val tmp = this[index]\n   this[index] = this[reverseIndex]\n   this[reverseIndex] = tmp\n   reverseIndex--\n   }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val midPoint = (fromIndex + toIndex) / 2\n   if (fromIndex == midPoint) return\n   var reverseIndex = toIndex - 1\n   for (index in fromIndex until midPoint) {\n   val tmp = this[index]\n   this[index] = this[reverseIndex]\n   this[reverseIndex] = tmp\n   reverseIndex--\n   }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val midPoint = (fromIndex + toIndex) / 2\n   if (fromIndex == midPoint) return\n   var reverseIndex = toIndex - 1\n   for (index in fromIndex until midPoint) {\n   val tmp = this[index]\n   this[index] = this[reverseIndex]\n   this[reverseIndex] = tmp\n   reverseIndex--\n   }\n}\n\n/**\n * Reverses elements of the

array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val midPoint = (fromIndex + toIndex) / 2\n if (fromIndex == midPoint) return\n var reverseIndex = toIndex - 1\n for (index in fromIndex until midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val midPoint = (fromIndex + toIndex) / 2\n if (fromIndex == midPoint) return\n var reverseIndex = toIndex - 1\n for (index in fromIndex until midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun <T> Array<out T>.reversed(): List<T> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun ByteArray.reversed(): List<Byte> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun ShortArray.reversed(): List<Short> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun IntArray.reversed(): List<Int> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun LongArray.reversed(): List<Long> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun FloatArray.reversed(): List<Float> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun DoubleArray.reversed(): List<Double> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun BooleanArray.reversed(): List<Boolean> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun CharArray.reversed(): List<Char> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun <T> Array<T>.reversedArray(): Array<T> {\n if (isEmpty()) return this\n val result = arrayOfNulls(this, size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun ByteArray.reversedArray(): ByteArray {\n if (isEmpty()) return this\n val result = ByteArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun ShortArray.reversedArray(): ShortArray {\n if (isEmpty()) return this\n val result = ShortArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun IntArray.reversedArray(): IntArray {\n if (isEmpty()) return this\n val result = IntArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun LongArray.reversedArray(): LongArray {\n if (isEmpty()) return this\n val result = LongArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun FloatArray.reversedArray():

FloatArray {\n if (isEmpty()) return this\n val result = FloatArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun DoubleArray.reversedArray(): DoubleArray {\n if (isEmpty()) return this\n val result = DoubleArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun BooleanArray.reversedArray(): BooleanArray {\n if (isEmpty()) return this\n val result = BooleanArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\npublic fun CharArray.reversedArray(): CharArray {\n if (isEmpty()) return this\n val result = CharArray(size)\n val lastIndex = lastIndex\n for (i in 0..lastIndex)\n result[lastIndex - i] = this[i]\n return result\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Array<T>.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun LongArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun BooleanArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Array<T>.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun LongArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n

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}\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun BooleanArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.shuffle(random: Random): Unit {\n    for (i in lastIndex downTo 1) {\n        val j = random.nextInt(i + 1)\n        val copy = this[i]\n        this[i] = this[j]\n        this[j] = copy\n    }\n}\n\n/**\n * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {\n    if (size > 1) sortWith(compareBy(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n    if (size > 1) sortWith(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {\n    sortWith(reverseOrder())\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun ByteArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun ShortArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun IntArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun LongArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun FloatArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun DoubleArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\npublic fun CharArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<out T>.sorted(): List<T> {\n    return sortedArray().asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun ByteArray.sorted(): List<Byte> {\n    return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural
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sort order.\n */\npublic fun ShortArray.sorted(): List<Short> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun IntArray.sorted(): List<Int> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun LongArray.sorted(): List<Long> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun FloatArray.sorted(): List<Float> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun DoubleArray.sorted(): List<Double> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun CharArray.sorted(): List<Char> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<T>.sortedArray(): Array<T> {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun ByteArray.sortedArray(): ByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun ShortArray.sortedArray(): ShortArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun IntArray.sortedArray(): IntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun LongArray.sortedArray(): LongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun FloatArray.sortedArray(): FloatArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun DoubleArray.sortedArray(): DoubleArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\npublic fun CharArray.sortedArray(): CharArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {\n if (isEmpty()) return this\n return this.copyOf().apply { sortWith(reverseOrder()) }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun ByteArray.sortedArrayDescending(): ByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun ShortArray.sortedArrayDescending(): ShortArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun IntArray.sortedArrayDescending(): IntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun LongArray.sortedArrayDescending(): LongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun FloatArray.sortedArrayDescending(): FloatArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun DoubleArray.sortedArrayDescending(): DoubleArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun CharArray.sortedArrayDescending(): CharArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according the specified

[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortWith(comparator) }\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>> CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {\n   return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :

Comparable<R>> ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {\n   return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {\n   return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun ByteArray.sortedDescending(): List<Byte> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun ShortArray.sortedDescending(): List<Short> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun IntArray.sortedDescending(): List<Int> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun LongArray.sortedDescending(): List<Long> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun FloatArray.sortedDescending(): List<Float> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun DoubleArray.sortedDescending(): List<Double> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n */\npublic fun CharArray.sortedDescending(): List<Char> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T> Array<out T>.sortedWith(comparator: Comparator<in T>): List<T> {\n   return sortedArrayWith(comparator).asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {\n   return toTypedArray().apply {

sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {\n   return toTypedArray().apply { sortWith(comparator) }.asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun <T> Array<out T>.asList(): List<T>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun ByteArray.asList(): List<Byte>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun ShortArray.asList(): List<Short>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun IntArray.asList(): List<Int>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun LongArray.asList(): List<Long>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun FloatArray.asList(): List<Float>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun DoubleArray.asList(): List<Double>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun BooleanArray.asList(): List<Boolean>\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic expect fun CharArray.asList(): List<Char>\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The specified arrays are also considered deeply equal if both are `null`.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun <T> Array<out T>?.contentDeepHashCode(): Int\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `\"[...]\"` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepToString(): String\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `\"[...]\"` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun <T> Array<out T>?.contentDeepToString(): String\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n

* The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun IntArray.contentEquals(other: IntArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun LongArray.contentEquals(other: LongArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect infix fun CharArray.contentEquals(other: CharArray): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same

order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun IntArray?.contentEquals(other: IntArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun LongArray?.contentEquals(other: LongArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\npublic expect infix fun CharArray?.contentEquals(other: CharArray?): Boolean\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun <T> Array<out T>.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun ByteArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun ShortArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun IntArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is

[List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun LongArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun FloatArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun DoubleArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun BooleanArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun CharArray.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun <T> Array<out T>?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun ByteArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun ShortArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun IntArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun LongArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun FloatArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun DoubleArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun BooleanArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n *\n@SinceKotlin(\"1.4\")\npublic expect fun CharArray?.contentHashCode(): Int\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun <T> Array<out T>.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun ByteArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun ShortArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun IntArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n *\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun LongArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array

as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun FloatArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun DoubleArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun BooleanArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic expect fun CharArray.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun <T> Array<out T>?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun ByteArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun ShortArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun IntArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun LongArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun FloatArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun DoubleArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun BooleanArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\npublic expect fun CharArray?.contentToString(): String\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0,

endIndex: Int = size): Array<T>\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of

range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOf(): Array<T>\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun ByteArray.copyOf(): ByteArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun ShortArray.copyOf(): ShortArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun IntArray.copyOf(): IntArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun LongArray.copyOf(): LongArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun FloatArray.copyOf(): FloatArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun DoubleArray.copyOf(): DoubleArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun BooleanArray.copyOf(): BooleanArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun CharArray.copyOf(): CharArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun ByteArray.copyOf(newSize: Int): ByteArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun ShortArray.copyOf(newSize: Int): ShortArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun IntArray.copyOf(newSize: Int): IntArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun LongArray.copyOf(newSize: Int): LongArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun FloatArray.copyOf(newSize: Int): FloatArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun DoubleArray.copyOf(newSize: Int): DoubleArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun BooleanArray.copyOf(newSize: Int): BooleanArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char (`\\u0000`) values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\\u0000`) values.\n * \n * @sample

samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic expect fun CharArray.copyOf(newSize: Int): CharArray\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `null` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOf(newSize: Int): Array<T?>\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to

copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this

array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\npublic expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val <T> Array<out T>.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val ByteArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val ShortArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val IntArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val LongArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val FloatArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val DoubleArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val BooleanArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n */\npublic val CharArray.indices: IntRange\n   get() = IntRange(0, lastIndex)\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isEmpty(): Boolean {\n   return size == 0\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.isNotEmpty(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns the last valid index for the array.\n */\npublic val <T> Array<out T>.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val ByteArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val ShortArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val IntArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val LongArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val FloatArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val DoubleArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the

array.\n */\npublic val BooleanArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns the last valid index for the array.\n */\npublic val CharArray.lastIndex: Int\n   get() = size - 1\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect operator fun <T> Array<T>.plus(element: T): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun ByteArray.plus(element: Byte): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun ShortArray.plus(element: Short): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun IntArray.plus(element: Int): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun LongArray.plus(element: Long): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun FloatArray.plus(element: Float): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun DoubleArray.plus(element: Double): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun BooleanArray.plus(element: Boolean): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\npublic expect operator fun CharArray.plus(element: Char): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun IntArray.plus(elements: Collection<Int>): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun LongArray.plus(elements: Collection<Long>): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic expect operator fun CharArray.plus(elements: Collection<Char>): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun ByteArray.plus(elements: ByteArray): ByteArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun ShortArray.plus(elements: ShortArray): ShortArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun IntArray.plus(elements: IntArray): IntArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun LongArray.plus(elements: LongArray): LongArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun FloatArray.plus(elements: FloatArray): FloatArray\n\n/**\n * Returns an array containing all elements

of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\npublic expect operator fun CharArray.plus(elements: CharArray): CharArray\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun <T> Array<T>.plusElement(element: T): Array<T>\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun IntArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun LongArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun ByteArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun ShortArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun DoubleArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun FloatArray.sort(): Unit\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic expect fun CharArray.sort(): Unit\n\n/**\n * Sorts the array in-place according to the natural order of its elements.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n */\npublic expect fun <T : Comparable<T>> Array<out T>.sort(): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n */\n@SinceKotlin(\"1.4\")\npublic expect fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if

[fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\npublic expect fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sortWith(reverseOrder(), fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

*/\n@SinceKotlin(\"1.4\")\npublic fun LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit\n\n/**\n * Sorts a range in the array in-place with the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns an array of Boolean containing all of the elements of this generic array.\n */\npublic fun Array<out Boolean>.toBooleanArray(): BooleanArray {\n return BooleanArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this generic array.\n */\npublic fun Array<out Byte>.toByteArray(): ByteArray {\n return ByteArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Char containing all of the elements of this generic array.\n */\npublic fun Array<out Char>.toCharArray(): CharArray {\n return CharArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Double containing all of the elements of this generic array.\n */\npublic fun Array<out Double>.toDoubleArray(): DoubleArray {\n return DoubleArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Float containing all of the elements of this generic array.\n */\npublic fun Array<out Float>.toFloatArray(): FloatArray {\n return FloatArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Int containing all of the elements of this generic array.\n */\npublic fun Array<out Int>.toIntArray(): IntArray {\n return IntArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Long containing all of the elements of this generic array.\n */\npublic fun Array<out Long>.toLongArray(): LongArray {\n return LongArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Short containing all of the elements of this generic array.\n */\npublic fun Array<out Short>.toShortArray(): ShortArray {\n return ShortArray(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun ByteArray.toTypedArray(): Array<Byte>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun ShortArray.toTypedArray(): Array<Short>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun IntArray.toTypedArray(): Array<Int>\n\n/**\n * Returns a *typed*

object array containing all of the elements of this primitive array.\n */\npublic expect fun LongArray.toTypedArray(): Array<Long>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun FloatArray.toTypedArray(): Array<Float>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun DoubleArray.toTypedArray(): Array<Double>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun BooleanArray.toTypedArray(): Array<Boolean>\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic expect fun CharArray.toTypedArray(): Array<Char>\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <T, K, V> Array<out T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> ByteArray.associate(transform: (Byte) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {\n   val capacity =

mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n */\npublic inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Long>(capacity),

keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Float>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Double>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Boolean>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n */\npublic inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n

val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {\n   val capacity = mapCapacity(size).coerceAtLeast(16)\n   return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <T, K, M :

MutableMap<in K, in T>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Byte>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Short>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Int>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic

inline fun <K, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K): M {\n   for (element in this) {\n   destination.put(keySelector(element), element)\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {\n   for (element in this) {\n   destination.put(keySelector(element), valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n *\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n *\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateTo(destination: M, transform: (Long) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * @sample

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n val result = LinkedHashMap<K, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {\n val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {\n val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {\n val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The

returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {\n   val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {\n   val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {\n   val result = LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {\n   val result = LinkedHashMap<Boolean, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V> CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {\n   val result = LinkedHashMap<Char, V>(mapCapacity(size.coerceAtMost(128)).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <K, V, M : MutableMap<in K, in V>> Array<out K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n   for (element in this) {\n   destination.put(element, valueSelector(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Byte, in V>> ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {\n   for (element in this) {\n   destination.put(element, valueSelector(element))\n   }\n   return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are

equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Short, in V>> ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Int, in V>> IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Long, in V>> LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Float, in V>> FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Double, in V>> DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Boolean, in V>> BooleanArray.associateWithTo(destination: M, valueSelector: (Boolean) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Char, in V>> CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <T, C : MutableCollection<in T>> Array<out

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T>.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Short>> ShortArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Int>> IntArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Double>> DoubleArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Char>> CharArray.toCollection(destination: C): C {\n    for (item in this) {\n        destination.add(item)\n    }\n    return destination\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun <T> Array<out T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun ByteArray.toHashSet(): HashSet<Byte> {\n    return toCollection(HashSet<Byte>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun ShortArray.toHashSet(): HashSet<Short> {\n    return toCollection(HashSet<Short>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun IntArray.toHashSet(): HashSet<Int> {\n    return toCollection(HashSet<Int>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun LongArray.toHashSet(): HashSet<Long> {\n    return toCollection(HashSet<Long>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun FloatArray.toHashSet(): HashSet<Float> {\n    return toCollection(HashSet<Float>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun DoubleArray.toHashSet(): HashSet<Double> {\n    return toCollection(HashSet<Double>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun BooleanArray.toHashSet(): HashSet<Boolean> {\n    return toCollection(HashSet<Boolean>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun CharArray.toHashSet(): HashSet<Char> {\n    return toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun <T> Array<out T>.toList(): List<T> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun ByteArray.toList(): List<Byte> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun ShortArray.toList(): List<Short> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun IntArray.toList(): List<Int> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun LongArray.toList(): List<Long> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n        else -> this.toMutableList()\n    }\n}\n\n/**\n * Returns a [List] containing all elements.\n
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*/\npublic fun FloatArray.toList(): List<Float> {\n   return when (size) {\n   0 -> emptyList()\n   1 -> listOf(this[0])\n   else -> this.toMutableList()\n   }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun DoubleArray.toList(): List<Double> {\n   return when (size) {\n   0 -> emptyList()\n   1 -> listOf(this[0])\n   else -> this.toMutableList()\n   }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun BooleanArray.toList(): List<Boolean> {\n   return when (size) {\n   0 -> emptyList()\n   1 -> listOf(this[0])\n   else -> this.toMutableList()\n   }\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun CharArray.toList(): List<Char> {\n   return when (size) {\n   0 -> emptyList()\n   1 -> listOf(this[0])\n   else -> this.toMutableList()\n   }\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun <T> Array<out T>.toMutableList(): MutableList<T> {\n   return ArrayList(this.asCollection())\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun ByteArray.toMutableList(): MutableList<Byte> {\n   val list = ArrayList<Byte>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun ShortArray.toMutableList(): MutableList<Short> {\n   val list = ArrayList<Short>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun IntArray.toMutableList(): MutableList<Int> {\n   val list = ArrayList<Int>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun LongArray.toMutableList(): MutableList<Long> {\n   val list = ArrayList<Long>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun FloatArray.toMutableList(): MutableList<Float> {\n   val list = ArrayList<Float>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun DoubleArray.toMutableList(): MutableList<Double> {\n   val list = ArrayList<Double>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun BooleanArray.toMutableList(): MutableList<Boolean> {\n   val list = ArrayList<Boolean>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun CharArray.toMutableList(): MutableList<Char> {\n   val list = ArrayList<Char>(size)\n   for (item in this) list.add(item)\n   return list\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun <T> Array<out T>.toSet(): Set<T> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ByteArray.toSet(): Set<Byte> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ShortArray.toSet(): Set<Short> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun IntArray.toSet(): Set<Int> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun LongArray.toSet(): Set<Long> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun FloatArray.toSet(): Set<Float> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun DoubleArray.toSet(): Set<Double> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n *

\n * The returned set preserves the element iteration order of the original array.\n */\npublic fun BooleanArray.toSet(): Set<Boolean> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n   }\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun CharArray.toSet(): Set<Char> {\n   return when (size) {\n   0 -> emptySet()\n   1 -> setOf(this[0])\n   else -> toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n   }\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequence\")\npublic inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n   return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic

inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.flatMapIndexed(transform: (index: Int, Byte) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {\n   return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic

inline fun <R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequence\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, Byte) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, Short) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int, Int) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int, Long) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination: C, transform: (index: Int,

Float) -> Iterable<R>): C {\n   var index = 0\n   for (element in this) {\n   val list = transform(index++, element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {\n   var index = 0\n   for (element in this) {\n   val list = transform(index++, element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {\n   var index = 0\n   for (element in this) {\n   val list = transform(index++, element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {\n   var index = 0\n   for (element in this) {\n   val list = transform(index++, element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequenceTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {\n   var index = 0\n   for (element in this) {\n   val list = transform(index++, element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return

destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequenceTo\")\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {\n return groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {\n return groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {\n return groupByTo(LinkedHashMap<K, MutableList<Int>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {\n return

groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n   return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> IntArray.groupBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> LongArray.groupBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> FloatArray.groupBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -

> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Byte>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Short>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Int>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Long>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Float>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Double>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Boolean>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Char>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample

samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K, valueTransform: (Short) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given

[keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> FloatArray.map(transform: (Float) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and

returns the result of the transform applied to the element.\n */\npublic inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n   return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n   forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and

returns the result of the transform applied to the element.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {\n   return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element in the original array\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <T, R : Any, C :

MutableCollection<in R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n   forEach { element -> transform(element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {\n   return

IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * Among equal elements of the given array, only the first one will be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T> Array<out T>.distinct(): List<T> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun ByteArray.distinct(): List<Byte> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun ShortArray.distinct(): List<Short> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun IntArray.distinct(): List<Int> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun LongArray.distinct(): List<Long> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun FloatArray.distinct(): List<Float> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun DoubleArray.distinct(): List<Double> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun BooleanArray.distinct(): List<Boolean> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun CharArray.distinct(): List<Char> {\n   return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * Among elements of the given array with equal keys, only the first one will be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {\n   val set = HashSet<K>()\n   val list = ArrayList<T>()\n   for (e in this) {\n   val key = selector(e)\n   if (set.add(key))\n   list.add(e)\n   }\n   return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n   val set = HashSet<K>()\n   val list =

ArrayList<Byte>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n val set = HashSet<K>()\n val list = ArrayList<Short>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n val set = HashSet<K>()\n val list = ArrayList<Int>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {\n val set = HashSet<K>()\n val list = ArrayList<Long>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> FloatArray.distinctBy(selector: (Float) -> K): List<Float> {\n val set = HashSet<K>()\n val list = ArrayList<Float>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {\n val set = HashSet<K>()\n val list = ArrayList<Double>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {\n val set = HashSet<K>()\n val list = ArrayList<Boolean>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {\n val set = HashSet<K>()\n val list = ArrayList<Char>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set

containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {\n   val set = this.toMutableSet()\n   set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {\n   val set = this.toMutableSet()\n set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {\n   val set = this.toMutableSet()\n set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {\n   val set = this.toMutableSet()\n   set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {\n   val set = this.toMutableSet()\n   set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n   set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {\n   val set = this.toMutableSet()\n   set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {\n   val set = this.toMutableSet()\n   set.retainAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {\n   val set = this.toMutableSet()\n   set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun ByteArray.subtract(other: Iterable<Byte>): Set<Byte> {\n   val set = this.toMutableSet()\n set.removeAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n   val set = this.toMutableSet()\n   set.removeAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n   val set = this.toMutableSet()\n   set.removeAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {\n   val set = this.toMutableSet()\n   set.removeAll(other)\n   return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified

collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun DoubleArray.subtract(other: Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic infix fun CharArray.subtract(other: Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun <T> Array<out T>.toMutableSet(): MutableSet<T> {\n return toCollection(LinkedHashSet<T>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ByteArray.toMutableSet(): MutableSet<Byte> {\n return toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun ShortArray.toMutableSet(): MutableSet<Short> {\n return toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun IntArray.toMutableSet(): MutableSet<Int> {\n return toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun LongArray.toMutableSet(): MutableSet<Long> {\n return toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun FloatArray.toMutableSet(): MutableSet<Float> {\n return toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun DoubleArray.toMutableSet(): MutableSet<Double> {\n return toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun BooleanArray.toMutableSet(): MutableSet<Boolean> {\n return toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun CharArray.toMutableSet(): MutableSet<Char> {\n return toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {\n val set = this.toMutableSet()\n set.addAll(other)\n

return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun IntArray.union(other: Iterable<Int>): Set<Int> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun LongArray.union(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun CharArray.union(other: Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n

*/\npublic inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Array<out T>.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun ByteArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun ShortArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun IntArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun LongArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun FloatArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun DoubleArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun BooleanArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun CharArray.any(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return

false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements in this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun IntArray.count(predicate: (Int) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun LongArray.count(predicate: (Long) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun CharArray.count(predicate: (Char) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {\n var accumulator = initial\n for (element in this)

accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator,

element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n

while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an

element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator =

operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun IntArray.forEach(action: (Int) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun LongArray.forEach(action: (Long) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\npublic inline fun CharArray.forEach(action: (Char) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun

BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Array<out Double>.max(): Double? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Array<out Float>.max(): Float? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T : Comparable<T>> Array<out T>.max(): T? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ByteArray.max(): Byte? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ShortArray.max(): Short? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun IntArray.max(): Int? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun LongArray.max(): Long? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun FloatArray.max(): Float? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun DoubleArray.max(): Double? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun CharArray.max(): Char? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R):

Float? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char? {\n   return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxByOrNull(selector: (T) -> R): T? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R :

Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOf(selector: (T) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOf(selector: (Byte) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOf(selector: (Short) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOf(selector: (Long) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOf(selector: (Char) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOf(selector: (T) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOf(selector: (Byte) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

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Comparator<in R>, selector: (Double) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.maxOfWith(comparator: Comparator<in R>, selector: (Boolean) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (comparator.compare(maxValue, v) < 0) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n if (isEmpty())
return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n if (isEmpty())
return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty()) return
null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun Array<out Double>.maxOrNull(): Double? {\n if (isEmpty()) return null\n
var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n return
max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN`
returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Array<out Float>.maxOrNull(): Float? {\n if (isEmpty())
return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n
return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Array<out T>.maxOrNull(): T? {\n if (isEmpty())
return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n
return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.maxOrNull(): Byte? {\n if (isEmpty()) return null\n var max =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun
ShortArray.maxOrNull(): Short? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.maxOrNull(): Int? {\n if (isEmpty())

return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (max < e) max = e\n   }\n   return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun LongArray.maxOrNull(): Long? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (max < e) max = e\n   }\n   return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.maxOrNull(): Float? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   max = maxOf(max, e)\n   }\n   return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.maxOrNull(): Double? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   max = maxOf(max, e)\n   }\n   return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.maxOrNull(): Char? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (max < e) max = e\n   }\n   return max\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ShortArray.maxWith(comparator: Comparator<in Short>): Short? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun FloatArray.maxWith(comparator: Comparator<in Float>): Float? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {\n   return maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Array<out T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n/**\n * Returns the

first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.maxWithOrNull(comparator: Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun LongArray.maxWithOrNull(comparator: Comparator<in Long>): Long? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Array<out Double>.min(): Double? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Array<out Float>.min(): Float? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T : Comparable<T>> Array<out T>.min(): T? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ByteArray.min(): Byte? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ShortArray.min(): Short? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun IntArray.min(): Int? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun LongArray.min(): Long? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\",

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minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double) -> R): Double? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector: (Boolean) -> R): Boolean? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {\n   if (isEmpty()) return null\n   var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue = selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v) {\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOf(selector: (T) -> Double): Double {\n   if (isEmpty()) throw NoSuchElementException()\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is

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Double): Double? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector: (T) -> Float): Float? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) -> Float): Float? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOfOrNull(selector: (Int) -> Float): Float? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOfOrNull(selector: (Long) -> Float): Float? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOfOrNull(selector: (Float) -> Float): Float? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOfOrNull(selector: (Double) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOfOrNull(selector: (Boolean) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOfOrNull(selector: (Char) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out T>.minOfOrNull(selector: (T) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ByteArray.minOfOrNull(selector: (Byte) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ShortArray.minOfOrNull(selector: (Short) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> IntArray.minOfOrNull(selector: (Int) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> LongArray.minOfOrNull(selector: (Long) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced

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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n   if (isEmpty()) return
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {\n   if (isEmpty())
return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if
(comparator.compare(minValue, v) > 0) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n *
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {\n   if (isEmpty()) return
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n   if (isEmpty()) return
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FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n   if (isEmpty()) return
null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if
(comparator.compare(minValue, v) > 0) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n *
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DoubleArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n   if (isEmpty())
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return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if
(comparator.compare(minValue, v) > 0) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n *

Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Array<out Double>.minOrNull(): Double? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Array<out Float>.minOrNull(): Float? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Array<out T>.minOrNull(): T? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.minOrNull(): Byte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.minOrNull(): Short? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun IntArray.minOrNull(): Int? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun LongArray.minOrNull(): Long? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.minOrNull(): Float? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.minOrNull(): Double? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharArray.minOrNull(): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {\n return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {\n return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {\n return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun IntArray.minWith(comparator: Comparator<in Int>): Int? {\n return

minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\",
ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince
= \"1.5\", hiddenSince = \"1.6\")\npublic fun LongArray.minWith(comparator: Comparator<in Long>): Long? {\n
return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\",
ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince
= \"1.5\", hiddenSince = \"1.6\")\npublic fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {\n
return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\",
ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince
= \"1.5\", hiddenSince = \"1.6\")\npublic fun DoubleArray.minWith(comparator: Comparator<in Double>): Double?
{\n return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\",
ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince
= \"1.5\", hiddenSince = \"1.6\")\npublic fun BooleanArray.minWith(comparator: Comparator<in Boolean>):
Boolean? {\n return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\",
ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince
= \"1.5\", hiddenSince = \"1.6\")\npublic fun CharArray.minWith(comparator: Comparator<in Char>): Char? {\n
return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the smallest value according to
the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Array<out
T>.minWithOrNull(comparator: Comparator<in T>): T? {\n if (isEmpty()) return null\n var min = this[0]\n for
(i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return
min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or
`null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun ByteArray.minWithOrNull(comparator:
Comparator<in Byte>): Byte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {\n
if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {\n if
(isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {\n
if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {\n
if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>):
Double? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n
*/\n@SinceKotlin(\"1.4\")\npublic fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>):
Boolean? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n
if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the
smallest value according to the provided [comparator] or `null` if there are no elements.\n

*/\n@SinceKotlin(\"1.4\")\npublic fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <T> Array<out T>.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun ByteArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun ShortArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun IntArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun LongArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun FloatArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun DoubleArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun BooleanArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun CharArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n

*/\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.onEach(action: (T) -> Unit): Array<out T> {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEach(action: (Byte) -> Unit): ByteArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEach(action: (Short) -> Unit): ShortArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEach(action: (Int) -> Unit): IntArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.onEach(action: (Float) -> Unit): FloatArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEach(action: (Double) -> Unit): DoubleArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEach(action: (Boolean) -> Unit): BooleanArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.onEach(action: (Char) -> Unit): CharArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.onEachIndexed(action: (index: Int, T) -> Unit): Array<out T> {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEachIndexed(action: (index: Int, Byte) -> Unit): ByteArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEachIndexed(action: (index: Int, Short) -> Unit): ShortArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEachIndexed(action: (index: Int, Int) -> Unit): IntArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.onEachIndexed(action: (index: Int, Long) -> Unit): LongArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index

with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.onEachIndexed(action: (index: Int, Float) -> Unit): FloatArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) -> Unit): DoubleArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator: S = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = this[0]\n   for (index in

1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. 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var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator: S = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {\n   var index = lastIndex\n   if

(index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R> Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n

*/\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.runningFold(initial: R, operation: (acc: R, Byte) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n 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*/\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.runningFold(initial: R, operation: (acc: R, Int) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n 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*/\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.runningFold(initial: R, operation: (acc: R, Float) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.runningFold(initial: R, operation: (acc: R, Double) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n

accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.runningFold(initial: R, operation: (acc: R, Boolean) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = 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add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {\n if 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result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> IntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n   if

(isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(size + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n 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*/\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should

not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun IntArray.sumBy(selector: (Int) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun LongArray.sumBy(selector: (Long) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun

DoubleArray.sumBy(selector: (Double) -> Int): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun CharArray.sumBy(selector: (Char) -> Int): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun CharArray.sumByDouble(selector: (Char) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function

applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.sumOf(selector: (Byte) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum +=
selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sumOf(selector: (Short) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum +=
selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum +=
selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum +=
selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum +=
selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.sumOf(selector: (Double) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n
sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.sumOf(selector: (Boolean) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n
sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum +=
selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Array<out T>.sumOf(selector: (T) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this)
{\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun

ByteArray.sumOf(selector: (Byte) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n *

Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
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ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
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ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
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ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt
{\n var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
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ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong):
ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong
{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return

sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*/\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector: (Char) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n */\npublic fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {\n for (element in this) {\n if (element == null) {\n throw IllegalArgumentException(\"null element found in $this.\")\n }\n }\n @Suppress(\"UNCHECKED_CAST\")\n return this as Array<T>\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains

elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n val first = ArrayList<T>()\n val second = ArrayList<T>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {\n val first = ArrayList<Byte>()\n val second = ArrayList<Byte>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {\n val first = ArrayList<Short>()\n val second = ArrayList<Short>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {\n val first = ArrayList<Int>()\n val second = ArrayList<Int>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {\n val first = ArrayList<Long>()\n val second = ArrayList<Long>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {\n val first = ArrayList<Float>()\n val second = ArrayList<Float>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {\n val first = ArrayList<Double>()\n val second = ArrayList<Double>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {\n val first = ArrayList<Boolean>()\n val second = ArrayList<Boolean>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains

elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n */\npublic inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {\n val first = ArrayList<Char>()\n val second = ArrayList<Char>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> DoubleArray.zip(other: Array<out R>): List<Pair<Double, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V> ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements

of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {\n 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list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The

returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample 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T, b: R) -> V): List<V> {\n val arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V> ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {\n val arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the 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LongArray): List<Pair<Long, Long>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The

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= null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n buffer.appendElement(element, transform)\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Byte) -> CharSequence)? 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= null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? 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buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Float) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> BooleanArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Boolean) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Char) -> CharSequence)? =

null): A {\n   buffer.append(prefix)\n   var count = 0\n   for (element in this) {\n   if (++count > 1) buffer.append(separator)\n   if (limit < 0 || count <= limit) {\n   if (transform != null)\n buffer.append(transform(element))\n   else\n   buffer.append(element)\n   } else break\n   }\n   if (limit >= 0 && count > limit) buffer.append(truncated)\n   buffer.append(postfix)\n   return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun <T> Array<out T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun ByteArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Byte) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun ShortArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Short) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun IntArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun LongArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun FloatArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Float) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be

appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun DoubleArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Double) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun BooleanArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Boolean) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun CharArray.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Char) -> CharSequence)? = null): String {\n   return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun <T> Array<out T>.asIterable(): Iterable<T> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun ByteArray.asIterable(): Iterable<Byte> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun ShortArray.asIterable(): Iterable<Short> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun IntArray.asIterable(): Iterable<Int> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun LongArray.asIterable(): Iterable<Long> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun FloatArray.asIterable(): Iterable<Float> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun DoubleArray.asIterable(): Iterable<Double> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun BooleanArray.asIterable(): Iterable<Boolean> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun CharArray.asIterable(): Iterable<Char> {\n   if (isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun <T> Array<out T>.asSequence(): Sequence<T> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ByteArray.asSequence(): Sequence<Byte> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ShortArray.asSequence(): Sequence<Short> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n *

Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun IntArray.asSequence(): Sequence<Int> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun LongArray.asSequence(): Sequence<Long> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun FloatArray.asSequence(): Sequence<Float> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun DoubleArray.asSequence(): Sequence<Double> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun BooleanArray.asSequence(): Sequence<Boolean> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun CharArray.asSequence(): Sequence<Char> {\n   if (isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfByte\")\npublic fun Array<out Byte>.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfShort\")\npublic fun Array<out Short>.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfInt\")\npublic fun Array<out Int>.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfLong\")\npublic fun Array<out Long>.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfFloat\")\npublic fun Array<out Float>.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\n@kotlin.jvm.JvmName(\"averageOfDouble\")\npublic fun Array<out Double>.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun ByteArray.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun ShortArray.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun IntArray.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun LongArray.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun FloatArray.average(): Double {\n   var sum: Double = 0.0\n   var count: Int

= 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n */\npublic fun DoubleArray.average(): Double {\n   var sum: Double = 0.0\n   var count: Int = 0\n   for (element in this) {\n   sum += element\n   ++count\n   }\n   return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfByte\")\npublic fun Array<out Byte>.sum(): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfShort\")\npublic fun Array<out Short>.sum(): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfInt\")\npublic fun Array<out Int>.sum(): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfLong\")\npublic fun Array<out Long>.sum(): Long {\n   var sum: Long = 0L\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfFloat\")\npublic fun Array<out Float>.sum(): Float {\n   var sum: Float = 0.0f\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfDouble\")\npublic fun Array<out Double>.sum(): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun ByteArray.sum(): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun ShortArray.sum(): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun IntArray.sum(): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun LongArray.sum(): Long {\n   var sum: Long = 0L\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun FloatArray.sum(): Float {\n   var sum: Float = 0.0f\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\npublic fun DoubleArray.sum(): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"RangesKt\")\n\npackage kotlin.ranges\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun IntRange.random(): Int {\n   return random(Random)\n}\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun LongRange.random(): Long {\n   return random(Random)\n}\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun CharRange.random(): Char {\n   return random(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun IntRange.random(random: Random): Int {\n   try {\n   return random.nextInt(this)\n   } catch(e: IllegalArgumentException) {\n   throw NoSuchElementException(e.message)\n   }\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun LongRange.random(random: Random): Long {\n   try {\n   return random.nextLong(this)\n   } catch(e: IllegalArgumentException) {\n   throw

NoSuchElementException(e.message)\n   }\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun CharRange.random(random: Random): Char {\n   try {\n   return random.nextInt(first.code, last.code + 1).toChar()\n   } catch(e: IllegalArgumentException) {\n   throw NoSuchElementException(e.message)\n   }\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun IntRange.randomOrNull(): Int? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongRange.randomOrNull(): Long? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharRange.randomOrNull(): Char? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun IntRange.randomOrNull(random: Random): Int? {\n   if (isEmpty())\n   return null\n   return random.nextInt(this)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun LongRange.randomOrNull(random: Random): Long? {\n   if (isEmpty())\n   return null\n   return random.nextLong(this)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun CharRange.randomOrNull(random: Random): Char? {\n   if (isEmpty())\n   return null\n   return random.nextInt(first.code, last.code + 1).toChar()\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline operator fun IntRange.contains(element: Int?): Boolean {\n   return element != null && contains(element)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline operator fun LongRange.contains(element: Long?): Boolean {\n   return element != null && contains(element)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline operator fun CharRange.contains(element: Char?): Boolean {\n   return element != null && contains(element)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Byte): Boolean {\n   return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Byte): Boolean {\n   return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Byte): Boolean {\n   return contains(value.toShort())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Byte): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be

removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Byte): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Double): Boolean {\n   return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Double): Boolean {\n   return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Double): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Double): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Double): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Float): Boolean {\n   return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Float): Boolean {\n   return value.toLongExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Float): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Float): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Float): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun

ClosedRange<Long>.contains(value: Int): Boolean {\n   return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Int): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Int): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Int): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Int): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Long): Boolean {\n   return value.toIntExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Long): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Long): Boolean {\n   return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Long): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value: Long): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun ClosedRange<Int>.contains(value: Short): Boolean {\n   return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun ClosedRange<Long>.contains(value: Short): Boolean {\n   return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value: Short): Boolean {\n   return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value: Short): Boolean {\n   return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.\")\n@DeprecatedSinceKotlin(warningSince = \"1.3\", errorSince = \"1.4\", hiddenSince = \"1.5\")\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun ClosedRange<Float>.contains(value:

Short): Boolean {\n   return contains(value.toFloat())\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Byte): IntProgression {\n   return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Byte): LongProgression {\n   return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Byte): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Byte): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Char.downTo(to: Char): CharProgression {\n   return CharProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Int): IntProgression {\n   return IntProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Int): LongProgression {\n   return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Int): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Int): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this, to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Long): LongProgression {\n   return LongProgression.fromClosedRange(this.toLong(), to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Int.downTo(to: Short): IntProgression {\n   return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a

progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Long.downTo(to: Short): LongProgression {\n   return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Byte.downTo(to: Short): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\npublic infix fun Short.downTo(to: Short): IntProgression {\n   return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun IntProgression.reversed(): IntProgression {\n   return IntProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun LongProgression.reversed(): LongProgression {\n   return LongProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun CharProgression.reversed(): CharProgression {\n   return CharProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun IntProgression.step(step: Int): IntProgression {\n   checkStepIsPositive(step > 0, step)\n   return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun LongProgression.step(step: Long): LongProgression {\n   checkStepIsPositive(step > 0, step)\n   return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */\npublic infix fun CharProgression.step(step: Int): CharProgression {\n   checkStepIsPositive(step > 0, step)\n   return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\ninternal fun Int.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null\n}\n\ninternal fun Long.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null\n}\n\ninternal fun Short.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null\n}\n\ninternal fun Double.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null\n}\n\ninternal fun Float.toByteExactOrNull(): Byte? {\n   return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null\n}\n\ninternal fun Long.toIntExactOrNull(): Int? {\n   return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null\n}\n\ninternal fun Double.toIntExactOrNull(): Int? {\n   return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null\n}\n\ninternal fun Float.toIntExactOrNull(): Int? {\n   return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null\n}\n\ninternal fun Double.toLongExactOrNull(): Long? {\n   return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null\n}\n\ninternal fun Float.toLongExactOrNull(): Long? {\n   return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null\n}\n\ninternal fun Int.toShortExactOrNull(): Short? {\n   return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null\n}\n\ninternal fun Long.toShortExactOrNull(): Short? {\n   return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null\n}\n\ninternal fun Double.toShortExactOrNull(): Short? {\n   return if (this in Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toInt().toShort() else null\n}\n\ninternal fun Float.toShortExactOrNull(): Short? {\n   return if (this in

Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat()) this.toInt().toShort() else null\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Int.until(to: Byte): IntRange {\n return this .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Long.until(to: Byte): LongRange {\n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Byte.until(to: Byte): IntRange {\n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Short.until(to: Byte): IntRange {\n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Char.until(to: Char): CharRange {\n if (to <= '\\u0000') return CharRange.EMPTY\n return this .. (to - 1).toChar()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Int.until(to: Int): IntRange {\n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Long.until(to: Int): LongRange {\n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Byte.until(to: Int): IntRange {\n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this.toInt() .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Short.until(to: Int): IntRange {\n if (to <= Int.MIN_VALUE) return IntRange.EMPTY\n return this.toInt() .. (to - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Int.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Long.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Byte.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Short.until(to: Long): LongRange {\n if (to <= Long.MIN_VALUE) return LongRange.EMPTY\n return this.toLong() .. (to - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Int.until(to: Short): IntRange {\n return this .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Long.until(to: Short): LongRange {\n return this .. (to.toLong() - 1).toLong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Byte.until(to: Short): IntRange {\n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic infix fun Short.until(to: Short): IntRange {\n return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this

value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastComparable\n */\npublic fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Byte.coerceAtLeast(minimumValue: Byte): Byte {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Short.coerceAtLeast(minimumValue: Short): Short {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Int.coerceAtLeast(minimumValue: Int): Int {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Long.coerceAtLeast(minimumValue: Long): Long {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Float.coerceAtLeast(minimumValue: Float): Float {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n */\npublic fun Double.coerceAtLeast(minimumValue: Double): Double {\n   return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostComparable\n */\npublic fun <T : Comparable<T>> T.coerceAtMost(maximumValue: T): T {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Byte.coerceAtMost(maximumValue: Byte): Byte {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Short.coerceAtMost(maximumValue: Short): Short {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Int.coerceAtMost(maximumValue: Int): Int {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Long.coerceAtMost(maximumValue: Long): Long {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Float.coerceAtMost(maximumValue: Float): Float {\n   return if (this > maximumValue) maximumValue else

this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMost\n */\npublic fun Double.coerceAtMost(maximumValue: Double): Double {\n   return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceInComparable\n */\npublic fun <T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T {\n   if (minimumValue !== null && maximumValue !== null) {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   }\n   else {\n   if (minimumValue !== null && this < minimumValue) return minimumValue\n   if (maximumValue !== null && this > maximumValue) return maximumValue\n   }\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {\n   if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range

[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {\n if (minimumValue > maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.\")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange\n */\n@SinceKotlin(\"1.1\")\npublic fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {\n if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n return when {\n // this < start equiv to this <= start && !(this >= start)\n range.lessThanOrEquals(this, range.start) && !range.lessThanOrEquals(range.start, this) -> range.start\n // this > end equiv to this >= end && !(this <= end)\n range.lessThanOrEquals(range.endInclusive, this) && !range.lessThanOrEquals(this, range.endInclusive) -> range.endInclusive\n else -> this\n }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceInComparable\n */\npublic fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {\n if (range is ClosedFloatingPointRange) {\n return this.coerceIn<T>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n return when {\n this < range.start -> range.start\n this > range.endInclusive -> range.endInclusive\n else -> this\n }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Int.coerceIn(range: ClosedRange<Int>): Int {\n if (range is ClosedFloatingPointRange) {\n return this.coerceIn<Int>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n return when {\n this < range.start -> range.start\n this > range.endInclusive -> range.endInclusive\n else -> this\n }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */\npublic fun Long.coerceIn(range: ClosedRange<Long>): Long {\n if (range is ClosedFloatingPointRange) {\n return this.coerceIn<Long>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to an empty range: $range.\")\n return when {\n this < range.start -> range.start\n this > range.endInclusive -> range.endInclusive\n else -> this\n }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic value class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {\n\n companion object {\n /**\n * A constant holding the minimum value an instance of UByte can have.\n */\n public const val MIN_VALUE: UByte = UByte(0)\n\n /**\n * A constant holding the maximum value an instance of UByte can have.\n */\n public const val MAX_VALUE: UByte = UByte(-1)\n\n /**\n * The number of bytes used to represent an instance of UByte in a binary form.\n */\n public const val SIZE_BYTES: Int = 1\n\n /**\n * The number of bits used to represent an instance of UByte in a binary form.\n */\n public const val SIZE_BITS: Int = 8\n }\n\n /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than

other.\n */\n @kotlin.internal.InlineOnly\n @Suppress(\"OVERRIDE_BY_INLINE\")\n public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())\n\n /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())\n\n /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)\n\n /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)\n\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)\n\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: ULong): ULong = this.toULong().times(other)\n\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: ULong): ULong = this.toULong().div(other)\n\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)\n /**\n * Calculates the remainder of truncating division of this value by the other

value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UByte): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UShort): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UInt): UInt = this.toUInt().floorDiv(other)\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UByte): UByte = this.toUInt().mod(other.toUInt()).toUByte()\n /**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UShort): UShort = this.toUInt().mod(other.toUInt()).toUShort()\n /**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UInt): UInt = this.toUInt().mod(other)\n /**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is always less than the divisor.\n * \n * For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: ULong): ULong = this.toULong().mod(other)\n\n /**\n * Returns this value incremented by one.\n *\n * @sample samples.misc.Builtins.inc\n */\n @kotlin.internal.InlineOnly\n public inline operator fun inc(): UByte = UByte(data.inc())\n\n /**\n * Returns this value decremented by one.\n *\n * @sample samples.misc.Builtins.dec\n */\n @kotlin.internal.InlineOnly\n public inline operator fun dec(): UByte = UByte(data.dec())\n\n /** Creates a range from this value to the specified [other] value. */\n @kotlin.internal.InlineOnly\n public inline operator fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())\n\n /** Performs a bitwise AND operation between the two values. */\n @kotlin.internal.InlineOnly\n public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)\n /** Performs a bitwise OR operation between the two values. */\n @kotlin.internal.InlineOnly\n public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data)\n /** Performs a bitwise XOR operation between the two values. */\n @kotlin.internal.InlineOnly\n public inline infix fun xor(other: UByte): UByte = UByte(this.data xor other.data)\n /** Inverts the bits in this value. */\n @kotlin.internal.InlineOnly\n public inline fun inv(): UByte = UByte(data.inv())\n\n /**\n * Converts this [UByte] value to [Byte].\n *\n * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n * the same numerical value as this `UByte`. Otherwise the result is negative.\n *\n * The resulting `Byte` value has the same binary representation as this `UByte` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toByte(): Byte = data\n /**\n * Converts this [UByte] value to [Short].\n *\n * The resulting `Short` value represents the same numerical value as this `UByte`.\n *\n * The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte` value,\n * whereas the most significant 8 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toShort(): Short = data.toShort() and 0xFF\n /**\n * Converts this [UByte] value to [Int].\n *\n * The resulting `Int` value represents the same numerical value as

this `UByte`.\n   *\n   * The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte` value,\n   * whereas the most significant 24 bits are filled with zeros.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toInt(): Int = data.toInt() and 0xFF\n   /**\n   * Converts this [UByte] value to [Long].\n   *\n   * The resulting `Long` value represents the same numerical value as this `UByte`.\n   *\n   * The least significant 8 bits of the resulting `Long` value are the same as the bits of this `UByte` value,\n   * whereas the most significant 56 bits are filled with zeros.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toLong(): Long = data.toLong() and 0xFF\n\n   /** Returns this value. */\n   @kotlin.internal.InlineOnly\n   public inline fun toUByte(): UByte = this\n   /**\n   * Converts this [UByte] value to [UShort].\n   *\n   * The resulting `UShort` value represents the same numerical value as this `UByte`.\n   *\n   * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `UByte` value,\n   * whereas the most significant 8 bits are filled with zeros.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toUShort(): UShort = UShort(data.toShort() and 0xFF)\n   /**\n   * Converts this [UByte] value to [UInt].\n   *\n   * The resulting `UInt` value represents the same numerical value as this `UByte`.\n   *\n   * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `UByte` value,\n   * whereas the most significant 24 bits are filled with zeros.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFF)\n   /**\n   * Converts this [UByte] value to [ULong].\n   *\n   * The resulting `ULong` value represents the same numerical value as this `UByte`.\n   *\n   * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `UByte` value,\n   * whereas the most significant 56 bits are filled with zeros.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)\n\n   /**\n   * Converts this [UByte] value to [Float].\n   *\n   * The resulting `Float` value represents the same numerical value as this `UByte`.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toFloat(): Float = this.toInt().toFloat()\n   /**\n   * Converts this [UByte] value to [Double].\n   *\n   * The resulting `Double` value represents the same numerical value as this `UByte`.\n   */\n @kotlin.internal.InlineOnly\n   public inline fun toDouble(): Double = this.toInt().toDouble()\n\n   public override fun toString(): String = toInt().toString()\n\n}\n\n/**\n * Converts this [Byte] value to [UByte].\n *\n * If this value is positive, the resulting `UByte` value represents the same numerical value as this `Byte`.\n *\n * The resulting `UByte` value has the same binary representation as this `Byte` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.toUByte(): UByte = UByte(this)\n/**\n * Converts this [Short] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `Short`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `Short` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.toUByte(): UByte = UByte(this.toByte())\n/**\n * Converts this [Int] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `Int`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `Int` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Int.toUByte(): UByte = UByte(this.toByte())\n/**\n * Converts this [Long] value to [UByte].\n *\n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `Long`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `Long` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Long.toUByte(): UByte = UByte(this.toByte())\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport

```
kotlin.jvm.*\n\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic value class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {\n\n    companion object {\n        /**\n         * A constant holding the minimum value an instance of UInt can have.\n         */\n        public const val MIN_VALUE: UInt = UInt(0)\n\n        /**\n         * A constant holding the maximum value an instance of UInt can have.\n         */\n        public const val MAX_VALUE: UInt = UInt(-1)\n\n        /**\n         * The number of bytes used to represent an instance of UInt in a binary form.\n         */\n        public const val SIZE_BYTES: Int = 4\n\n        /**\n         * The number of bits used to represent an instance of UInt in a binary form.\n         */\n        public const val SIZE_BITS: Int = 32\n    }\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    @Suppress(\"OVERRIDE_BY_INLINE\")\n    public override inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)\n\n    /**\n     * Compares this value with the specified value for order.\n     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n     * or a positive number if it's greater than other.\n     */\n    @kotlin.internal.InlineOnly\n    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n\n    /** Adds the other value to this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UByte): UInt = this.plus(other.toUInt())\n\n    /** Adds the other value to this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())\n\n    /** Adds the other value to this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: UInt): UInt = UInt(this.data.plus(other.data))\n\n    /** Adds the other value to this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)\n\n    /** Subtracts the other value from this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())\n\n    /** Subtracts the other value from this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UShort): UInt = this.minus(other.toUInt())\n\n    /** Subtracts the other value from this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: UInt): UInt = UInt(this.data.minus(other.data))\n\n    /** Subtracts the other value from this value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)\n\n    /** Multiplies this value by the other value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())\n\n    /** Multiplies this value by the other value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())\n\n    /** Multiplies this value by the other value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))\n\n    /** Multiplies this value by the other value. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)\n\n    /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())\n\n    /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())\n\n    /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun div(other: UInt): UInt = uintDivide(this, other)\n\n    /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n    @kotlin.internal.InlineOnly\n    public inline operator fun div(other: ULong): ULong =
```

this.toULong().div(other)\n\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: UInt): UInt = uintRemainder(this, other)\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: UByte): UInt = this.floorDiv(other.toUInt())\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: UShort): UInt = this.floorDiv(other.toUInt())\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: UInt): UInt = div(other)\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UByte): UByte = this.mod(other.toUInt()).toUByte()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UShort): UShort = this.mod(other.toUInt()).toUShort()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UInt): UInt = rem(other)\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: ULong): ULong = this.toULong().mod(other)\n\n   /**\n   * Returns this value incremented by one.\n   *\n   * @sample samples.misc.Builtins.inc\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun inc(): UInt = UInt(data.inc())\n\n   /**\n   * Returns this value decremented by one.\n   *\n   * @sample samples.misc.Builtins.dec\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun dec(): UInt = UInt(data.dec())\n\n   /** Creates a range from this value to the specified [other] value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other)\n\n   /**\n   * Shifts this value left by the [bitCount] number of bits.\n   *\n   * Note that only the five lowest-order bits of the [bitCount] are used as the shift distance.\n   * The shift distance actually used is therefore always in the range `0..31`.\n   */\n   @kotlin.internal.InlineOnly\n   public inline infix fun shl(bitCount: Int): UInt = UInt(data shl bitCount)\n\n   /**\n   * Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.\n   *\n   * Note that only the five lowest-order bits of the [bitCount] are used as the shift distance.\n   * The shift distance actually used is therefore always in the range `0..31`.\n   */\n   @kotlin.internal.InlineOnly\n   public inline infix fun shr(bitCount: Int): UInt = UInt(data ushr bitCount)\n\n   /** Performs a bitwise AND operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix

fun and(other: UInt): UInt = UInt(this.data and other.data)\n   /** Performs a bitwise OR operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun or(other: UInt): UInt = UInt(this.data or other.data)\n   /** Performs a bitwise XOR operation between the two values. */\n   @kotlin.internal.InlineOnly\n public inline infix fun xor(other: UInt): UInt = UInt(this.data xor other.data)\n   /** Inverts the bits in this value. */\n   @kotlin.internal.InlineOnly\n   public inline fun inv(): UInt = UInt(data.inv())\n\n   /**\n   * Converts this [UInt] value to [Byte].\n   *\n   * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n   * the same numerical value as this `UInt`.\n   *\n   * The resulting `Byte` value is represented by the least significant 8 bits of this `UInt` value.\n   * Note that the resulting `Byte` value may be negative.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toByte(): Byte = data.toByte()\n   /**\n   * Converts this [UInt] value to [Short].\n   *\n   * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents\n   * the same numerical value as this `UInt`.\n   *\n   * The resulting `Short` value is represented by the least significant 16 bits of this `UInt` value.\n   * Note that the resulting `Short` value may be negative.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toShort(): Short = data.toShort()\n   /**\n   * Converts this [UInt] value to [Int].\n   *\n   * If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int` value represents\n   * the same numerical value as this `UInt`. Otherwise the result is negative.\n   *\n   * The resulting `Int` value has the same binary representation as this `UInt` value.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toInt(): Int = data\n   /**\n   * Converts this [UInt] value to [Long].\n   *\n   * The resulting `Long` value represents the same numerical value as this `UInt`.\n   *\n   * The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value,\n   * whereas the most significant 32 bits are filled with zeros.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF\n\n   /**\n   * Converts this [UInt] value to [UByte].\n   *\n   * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n   * the same numerical value as this `UInt`.\n   *\n   * The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toUByte(): UByte = data.toUByte()\n   /**\n   * Converts this [UInt] value to [UShort].\n   *\n   * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n   * the same numerical value as this `UInt`.\n   *\n   * The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toUShort(): UShort = data.toUShort()\n   /** Returns this value. */\n   @kotlin.internal.InlineOnly\n   public inline fun toUInt(): UInt = this\n   /**\n   * Converts this [UInt] value to [ULong].\n   *\n   * The resulting `ULong` value represents the same numerical value as this `UInt`.\n   *\n   * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `UInt` value,\n   * whereas the most significant 32 bits are filled with zeros.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF)\n\n   /**\n   * Converts this [UInt] value to [Float].\n   *\n   * The resulting value is the closest `Float` to this `UInt` value.\n   * In case when this `UInt` value is exactly between two `Float`s,\n   * the one with zero at least significant bit of mantissa is selected.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toFloat(): Float = this.toDouble().toFloat()\n   /**\n   * Converts this [UInt] value to [Double].\n   *\n   * The resulting `Double` value represents the same numerical value as this `UInt`.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toDouble(): Double = uintToDouble(data)\n\n   public override fun toString(): String = toLong().toString()\n\n}\n\n/**\n * Converts this [Byte] value to [UInt].\n *\n * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte`.\n *\n * The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value,\n * whereas the most significant 24 bits are filled with the sign bit of this value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.toUInt(): UInt = UInt(this.toInt())\n/**\n * Converts this [Short] value to [UInt].\n *\n * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short`.\n *\n * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value,\n * whereas the most significant 16 bits are filled with the sign bit of this value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\

npublic inline fun Short.toUInt(): UInt = UInt(this.toInt())\n/**\n * Converts this [Int] value to [UInt].\n *\n * If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int`.\n *\n * The resulting `UInt` value has the same binary representation as this `Int` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Int.toUInt(): UInt = UInt(this)\n/**\n * Converts this [Long] value to [UInt].\n *\n * If this value is positive and less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents\n * the same numerical value as this `Long`.\n *\n * The resulting `UInt` value is represented by the least significant 32 bits of this `Long` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Long.toUInt(): UInt = UInt(this.toInt())\n\n/**\n * Converts this [Float] value to [UInt].\n *\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Float` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())\n/**\n * Converts this [Double] value to [UInt].\n *\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is negative or `NaN`, [UInt.MAX_VALUE] if it's bigger than `UInt.MAX_VALUE`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Double.toUInt(): UInt = doubleToUInt(this)\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic value class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {\n\n   companion object {\n   /**\n   * A constant holding the minimum value an instance of UShort can have.\n   */\n   public const val MIN_VALUE: UShort = UShort(0)\n\n   /**\n   * A constant holding the maximum value an instance of UShort can have.\n   */\n   public const val MAX_VALUE: UShort = UShort(-1)\n\n   /**\n   * The number of bytes used to represent an instance of UShort in a binary form.\n   */\n   public const val SIZE_BYTES: Int = 2\n\n   /**\n   * The number of bits used to represent an instance of UShort in a binary form.\n   */\n   public const val SIZE_BITS: Int = 16\n   }\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   @Suppress(\"OVERRIDE_BY_INLINE\")\n   public override inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n\n   /** Adds the other value to this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())\n   /** Adds the other value to this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())\n   /** Adds the other value to this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)\n   /** Adds the other value to this value. */\n   @kotlin.internal.InlineOnly\n   public

inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)\n\n   /** Subtracts the other value from this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())\n   /** Subtracts the other value from this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())\n   /** Subtracts the other value from this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)\n   /** Subtracts the other value from this value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)\n\n   /** Multiplies this value by the other value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())\n   /** Multiplies this value by the other value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())\n   /** Multiplies this value by the other value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)\n   /** Multiplies this value by the other value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun times(other: ULong): ULong = this.toULong().times(other)\n\n   /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n   /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())\n   /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)\n   /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun div(other: ULong): ULong = this.toULong().div(other)\n\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)\n   /**\n   * Calculates the remainder of truncating division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: UByte): UInt = this.toUInt().floorDiv(other.toUInt())\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: UShort): UInt = this.toUInt().floorDiv(other.toUInt())\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: UInt): UInt = this.toUInt().floorDiv(other)\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UByte): UByte =

this.toUInt().mod(other.toUInt()).toUByte()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UShort): UShort = this.toUInt().mod(other.toUInt()).toUShort()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UInt): UInt = this.toUInt().mod(other)\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: ULong): ULong = this.toULong().mod(other)\n\n   /**\n   * Returns this value incremented by one.\n   *\n   * @sample samples.misc.Builtins.inc\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun inc(): UShort = UShort(data.inc())\n\n   /**\n   * Returns this value decremented by one.\n   *\n   * @sample samples.misc.Builtins.dec\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun dec(): UShort = UShort(data.dec())\n\n   /** Creates a range from this value to the specified [other] value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())\n\n   /** Performs a bitwise AND operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun and(other: UShort): UShort = UShort(this.data and other.data)\n   /** Performs a bitwise OR operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)\n   /** Performs a bitwise XOR operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)\n   /** Inverts the bits in this value. */\n   @kotlin.internal.InlineOnly\n   public inline fun inv(): UShort = UShort(data.inv())\n\n   /**\n   * Converts this [UShort] value to [Byte].\n   *\n   * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n   * the same numerical value as this `UShort`.\n   *\n   * The resulting `Byte` value is represented by the least significant 8 bits of this `UShort` value.\n   * Note that the resulting `Byte` value may be negative.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toByte(): Byte = data.toByte()\n   /**\n   * Converts this [UShort] value to [Short].\n   *\n   * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents\n   * the same numerical value as this `UShort`. Otherwise the result is negative.\n   *\n   * The resulting `Short` value has the same binary representation as this `UShort` value.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toShort(): Short = data\n   /**\n   * Converts this [UShort] value to [Int].\n   *\n   * The resulting `Int` value represents the same numerical value as this `UShort`.\n   *\n   * The least significant 16 bits of the resulting `Int` value are the same as the bits of this `UShort` value,\n   * whereas the most significant 16 bits are filled with zeros.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toInt(): Int = data.toInt() and 0xFFFF\n   /**\n   * Converts this [UShort] value to [Long].\n   *\n   * The resulting `Long` value represents the same numerical value as this `UShort`.\n   *\n   * The least significant 16 bits of the resulting `Long` value are the same as the bits of this `UShort` value,\n   * whereas the most significant 48 bits are filled with zeros.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toLong(): Long = data.toLong() and 0xFFFF\n\n   /**\n   * Converts this [UShort] value to [UByte].\n   *\n   * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n   * the same numerical value as this `UShort`.\n   *\n   * The resulting `UByte` value is represented by the least significant 8 bits of this `UShort` value.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toUByte(): UByte = data.toUByte()\n   /** Returns this value. */\n   @kotlin.internal.InlineOnly\n   public inline fun toUShort(): UShort = this\n   /**\n   * Converts this [UShort] value to [UInt].\n   *\n   * The resulting `UInt` value represents the same numerical value as this `UShort`.\n   *\n   * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value,\n   * whereas the most significant 16 bits are filled with zeros.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)\n   /**\n   * Converts this [UShort] value to [ULong].\n   *\n   * The resulting `ULong` value represents the same numerical value as this `UShort`.\n   *\n   * The least

significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value,\n * whereas the most significant 48 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)\n\n /**\n * Converts this [UShort] value to [Float].\n *\n * The resulting `Float` value represents the same numerical value as this `UShort`.\n */\n @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float = this.toInt().toFloat()\n /**\n * Converts this [UShort] value to [Double].\n *\n * The resulting `Double` value represents the same numerical value as this `UShort`.\n */\n @kotlin.internal.InlineOnly\n public inline fun toDouble(): Double = this.toInt().toDouble()\n\n public override fun toString(): String = toInt().toString()\n\n}\n\n/**\n * Converts this [Byte] value to [UShort].\n *\n * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte`.\n *\n * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value,\n * whereas the most significant 8 bits are filled with the sign bit of this value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.toUShort(): UShort = UShort(this.toShort())\n/**\n * Converts this [Short] value to [UShort].\n *\n * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Short`.\n *\n * The resulting `UShort` value has the same binary representation as this `Short` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.toUShort(): UShort = UShort(this)\n/**\n * Converts this [Int] value to [UShort].\n *\n * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `Int`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Int.toUShort(): UShort = UShort(this.toShort())\n/**\n * Converts this [Long] value to [UShort].\n *\n * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `Long`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `Long` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Long.toUShort(): UShort = UShort(this.toShort())\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n/**\n * A range of values of type `Char`.\n */\npublic class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {\n override val start: Char get() = first\n override val endInclusive: Char get() = last\n\n override fun contains(value: Char): Boolean = first <= value && value <= last\n\n /** \n * Checks whether the range is empty.\n *\n * The range is empty if its start value is greater than the end value.\n */\n override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is CharRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first.code + last.code)\n\n override fun toString(): String = \"$first..$last\"\n\n companion object {\n /** An empty range of values of type Char. */\n public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())\n }\n}\n\n/**\n * A range of values of type `Int`.\n */\npublic class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {\n override val start: Int get() = first\n override val endInclusive: Int get() = last\n\n override fun contains(value: Int): Boolean = first <= value && value <= last\n\n /** \n * Checks whether the range is empty.\n *\n * The range is empty if its start value is greater than the end value.\n */\n override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is IntRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first + last)\n\n override fun toString(): String = \"$first..$last\"\n\n companion object {\n /** An empty range of values of type Int. */\n public val EMPTY: IntRange = IntRange(1, 0)\n }\n}\n\n/**\n * A range of values of type `Long`.\n */\npublic class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {\n

override val start: Long get() = first\n   override val endInclusive: Long get() = last\n\n   override fun contains(value: Long): Boolean = first <= value && value <= last\n\n   /** \n   * Checks whether the range is empty.\n   *\n   * The range is empty if its start value is greater than the end value.\n   */\n   override fun isEmpty(): Boolean = first > last\n\n   override fun equals(other: Any?): Boolean =\n   other is LongRange && (isEmpty() && other.isEmpty() ||\n   first == other.first && last == other.last)\n\n   override fun hashCode(): Int =\n   if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()\n\n   override fun toString(): String = \"$first..$last\"\n\n   companion object {\n   /** An empty range of values of type Long. */\n   public val EMPTY: LongRange = LongRange(1, 0)\n   }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\nimport kotlin.random.Random\n\ninternal object EmptyIterator : ListIterator<Nothing> {\n   override fun hasNext(): Boolean = false\n   override fun hasPrevious(): Boolean = false\n   override fun nextIndex(): Int = 0\n   override fun previousIndex(): Int = -1\n   override fun next(): Nothing = throw NoSuchElementException()\n   override fun previous(): Nothing = throw NoSuchElementException()\n}\n\ninternal object EmptyList : List<Nothing>, Serializable, RandomAccess {\n   private const val serialVersionUID: Long = -7390468764508069838L\n\n   override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()\n   override fun hashCode(): Int = 1\n   override fun toString(): String = \"[]\"\n\n   override val size: Int get() = 0\n   override fun isEmpty(): Boolean = true\n   override fun contains(element: Nothing): Boolean = false\n   override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()\n\n   override fun get(index: Int): Nothing = throw IndexOutOfBoundsException(\"Empty list doesn't contain element at index $index.\")\n   override fun indexOf(element: Nothing): Int = -1\n   override fun lastIndexOf(element: Nothing): Int = -1\n\n   override fun iterator(): Iterator<Nothing> = EmptyIterator\n   override fun listIterator(): ListIterator<Nothing> = EmptyIterator\n   override fun listIterator(index: Int): ListIterator<Nothing> {\n   if (index != 0) throw IndexOutOfBoundsException(\"Index: $index\")\n   return EmptyIterator\n   }\n\n   override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {\n   if (fromIndex == 0 && toIndex == 0) return this\n   throw IndexOutOfBoundsException(\"fromIndex: $fromIndex, toIndex: $toIndex\")\n   }\n\n   private fun readResolve(): Any = EmptyList\n}\n\ninternal fun <T> Array<out T>.asCollection(): Collection<T> = ArrayAsCollection(this, isVarargs = false)\n\nprivate class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T> {\n   override val size: Int get() = values.size\n   override fun isEmpty(): Boolean = values.isEmpty()\n   override fun contains(element: T): Boolean = values.contains(element)\n   override fun containsAll(elements: Collection<T>): Boolean = elements.all { contains(it) }\n   override fun iterator(): Iterator<T> = values.iterator()\n   // override hidden toArray implementation to prevent copying of values array\n   public fun toArray(): Array<out Any?> = values.copyToArrayOfAny(isVarargs)\n}\n\n/**\n * Returns an empty read-only list. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n */\npublic fun <T> emptyList(): List<T> = EmptyList\n\n/**\n * Returns a new read-only list of given elements. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.readOnlyList\n */\npublic fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()\n\n/**\n * Returns an empty read-only list. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> listOf(): List<T> = emptyList()\n\n/**\n * Returns an empty new [MutableList].\n * @sample samples.collections.Collections.Lists.emptyMutableList\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableListOf(): MutableList<T> = ArrayList()\n\n/**\n * Returns an empty new [ArrayList].\n * @sample samples.collections.Collections.Lists.emptyArrayList\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> arrayListOf(): ArrayList<T> = ArrayList()\n\n/**\n * Returns a new [MutableList] with the given elements.\n * @sample

samples.collections.Collections.Lists.mutableList\n */\npublic fun <T> mutableListOf(vararg elements: T): MutableList<T> =\n   if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n/**\n * Returns a new [ArrayList] with the given elements.\n * @sample samples.collections.Collections.Lists.arrayList\n */\npublic fun <T> arrayListOf(vararg elements: T): ArrayList<T> =\n   if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n/**\n * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.listOfNotNull\n */\npublic fun <T : Any> listOfNotNull(element: T?): List<T> = if (element != null) listOf(element) else emptyList()\n\n/**\n * Returns a new read-only list only of those given elements, that are not null. The returned list is serializable (JVM).\n * @sample samples.collections.Collections.Lists.listOfNotNull\n */\npublic fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()\n\n/**\n * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called for each list element sequentially starting from the first one.\n * It should return the value for a list element given its index.\n *\n * @sample samples.collections.Collections.Lists.readOnlyListFromInitializer\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)\n\n/**\n * Creates a new mutable list with the specified [size], where each element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called for each list element sequentially starting from the first one.\n * It should return the value for a list element given its index.\n *\n * @sample samples.collections.Collections.Lists.mutableListFromInitializer\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> MutableList(size: Int, init: (index: Int) -> T): MutableList<T> {\n   val list = ArrayList<T>(size)\n   repeat(size) { index -> list.add(init(index)) }\n   return list\n}\n\n/**\n * Builds a new read-only [List] by populating a [MutableList] using the given [builderAction]\n * and returning a read-only list with the same elements.\n *\n * The list passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * The returned list is serializable (JVM).\n *\n * @sample samples.collections.Builders.Lists.buildListSample\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return buildListInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E>\n\n/**\n * Builds a new read-only [List] by populating a [MutableList] using the given [builderAction]\n * and returning a read-only list with the same elements.\n *\n * The list passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * The returned list is serializable (JVM).\n *\n * [capacity] is used to hint the expected number of elements added in the [builderAction].\n *\n * @throws IllegalArgumentException if the given [capacity] is negative.\n *\n * @sample samples.collections.Builders.Lists.buildListSampleWithCapacity\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return buildListInternal(capacity, builderAction)\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E>\n\n/**\n * Returns an [IntRange] of the valid indices for this collection.\n * @sample samples.collections.Collections.Collections.indicesOfCollection\n */\npublic val Collection<*>.indices: IntRange\n   get() = 0..size - 1\n\n/**\n * Returns the index of the last item in the list or -1 if the list is empty.\n *\n * @sample samples.collections.Collections.Lists.lastIndexOfList\n */\npublic val <T> List<T>.lastIndex: Int\n   get() = this.size - 1\n\n/**\n * Returns `true` if the collection is not empty.\n * @sample samples.collections.Collections.Collections.collectionIsNotEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline

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fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()\n\n/**\n * Returns `true` if this nullable collection is either null or empty.\n * @sample samples.collections.Collections.Collections.collectionIsNullOrEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>?.isNullOrEmpty(): Boolean {\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n\n    return this == null || this.isEmpty()\n}\n\n/**\n * Returns this Collection if it's not `null` and the empty list otherwise.\n * @sample samples.collections.Collections.Collections.collectionOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()\n\n/**\n * Returns this List if it's not `null` and the empty list otherwise.\n * @sample samples.collections.Collections.Lists.listOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()\n\n/**\n * Returns this collection if it's not empty\n * or the result of calling [defaultValue] function if the collection is empty.\n *\n * @sample samples.collections.Collections.Collections.collectionIfEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =\n    if (isEmpty()) defaultValue() else this\n\n\n/**\n * Checks if all elements in the specified collection are contained in this collection.\n *\n * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.\n * @sample samples.collections.Collections.Collections.collectionContainsAll\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning, extension takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)\n\n\n/**\n * Returns a new list with the elements of this list randomly shuffled\n * using the specified [random] instance as the source of randomness.\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> Iterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }\n\n\ninternal fun <T> List<T>.optimizeReadOnlyList() = when (size) {\n    0 -> emptyList()\n    1 -> listOf(this[0])\n    else -> this\n}\n\n/**\n * Searches this list or its range for the provided [element] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchOnComparable\n * @sample samples.collections.Collections.Lists.binarySearchWithBoundaries\n */\npublic fun <T : Comparable<T>> List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {\n    rangeCheck(size, fromIndex, toIndex)\n\n    var low = fromIndex\n    var high = toIndex - 1\n\n    while (low <= high) {\n        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get(mid)\n        val cmp = compareValues(midVal, element)\n\n        if (cmp < 0)\n            low = mid + 1\n        else if (cmp > 0)\n            high = mid - 1\n        else\n            return mid // key found\n    }\n    return -(low + 1)  // key not found\n}\n\n/**\n * Searches this list or its range for the provided [element] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the specified [comparator],\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of the element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted according to the specified [comparator].\n * @sample samples.collections.Collections.Lists.binarySearchWithComparator\n */\npublic fun <T> List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {\n    rangeCheck(size, fromIndex, toIndex)\n\n    var low = fromIndex\n    var high = toIndex - 1\n\n    while (low <= high) {\n        val mid = (low + high).ushr(1) // safe from overflows\n        val midVal = get(mid)\n        val cmp =
```

comparator.compare(midVal, element)\n\n   if (cmp < 0)\n   low = mid + 1\n   else if (cmp > 0)\n   high = mid - 1\n   else\n   return mid // key found\n   }\n   return -(low + 1) // key not found\n}\n\n/**\n * Searches this list or its range for an element having the key returned by the specified [selector] function\n * equal to the provided [key] value using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements.\n * otherwise the result is undefined.\n *\n * If the list contains multiple elements with the specified [key], there is no guarantee which one will be found.\n *\n * `null` value is considered to be less than any non-null value.\n *\n * @return the index of the element with the specified [key], if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchByKey\n */\npublic inline fun <T, K : Comparable<K>> List<T>.binarySearchBy(\n   key: K?,\n   fromIndex: Int = 0,\n   toIndex: Int = size,\n   crossinline selector: (T) -> K?\n): Int =\n   binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }\n\n// do not introduce this overload --- too rare\n//public fun <T, K> List<T>.binarySearchBy(key: K, comparator: Comparator<K>, fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K): Int =\n//   binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key) }\n\n\n/**\n * Searches this list or its range for an element for which the given [comparison] function returns zero using the binary search algorithm.\n *\n * The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements,\n * i.e. negative values come before zero and zeroes come before positive values.\n * Otherwise, the result is undefined.\n *\n * If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.\n *\n * @param comparison function that returns zero when called on the list element being searched.\n * On the elements coming before the target element, the function must return negative values;\n * on the elements coming after the target element, the function must return positive values.\n *\n * @return the index of the found element, if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n * @sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction\n */\npublic fun <T> List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {\n   rangeCheck(size, fromIndex, toIndex)\n\n   var low = fromIndex\n   var high = toIndex - 1\n\n   while (low <= high) {\n   val mid = (low + high).ushr(1) // safe from overflows\n   val midVal = get(mid)\n   val cmp = comparison(midVal)\n\n   if (cmp < 0)\n   low = mid + 1\n   else if (cmp > 0)\n   high = mid - 1\n   else\n   return mid // key found\n   }\n   return -(low + 1) // key not found\n}\n\n/**\n * Checks that `from` and `to` are in\n * the range of [0..size] and throws an appropriate exception, if they aren't.\n */\nprivate fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {\n   when {\n   fromIndex > toIndex -> throw IllegalArgumentException(\"fromIndex ($fromIndex) is greater than toIndex ($toIndex).\")\n   fromIndex < 0 -> throw IndexOutOfBoundsException(\"fromIndex ($fromIndex) is less than zero.\")\n   toIndex > size -> throw IndexOutOfBoundsException(\"toIndex ($toIndex) is greater than size ($size).\")\n   }\n}\n\n\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal expect fun checkIndexOverflow(index: Int): Int\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal expect fun checkCountOverflow(count: Int): Int\n\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun throwIndexOverflow() { throw ArithmeticException(\"Index overflow has happened.\") }\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun throwCountOverflow() { throw ArithmeticException(\"Count overflow has happened.\") }\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\n\nprivate object EmptyMap : Map<Any?, Nothing>, Serializable {\n   private const val serialVersionUID: Long = 8246714829545688274\n\n   override fun equals(other: Any?): Boolean = other is Map<*, *> &&

other.isEmpty()\n   override fun hashCode(): Int = 0\n   override fun toString(): String = \"{}\"\n\n   override val size: Int get() = 0\n   override fun isEmpty(): Boolean = true\n\n   override fun containsKey(key: Any?): Boolean = false\n   override fun containsValue(value: Nothing): Boolean = false\n   override fun get(key: Any?): Nothing? = null\n   override val entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet\n   override val keys: Set<Any?> get() = EmptySet\n   override val values: Collection<Nothing> get() = EmptyList\n\n   private fun readResolve(): Any = EmptyMap\n}\n\n/**\n * Returns an empty read-only map of specified type.\n *\n * The returned map is serializable (JVM).\n * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n */\npublic fun <K, V> emptyMap(): Map<K, V> = @Suppress(\"UNCHECKED_CAST\") (EmptyMap as Map<K, V>)\n\n/**\n * Returns a new read-only map with the specified contents, given as a list of pairs\n * where the first value is the key and the second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * The returned map is serializable (JVM).\n *\n * @sample samples.collections.Maps.Instantiation.mapFromPairs\n */\npublic fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =\n   if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else emptyMap()\n\n/**\n * Returns an empty read-only map.\n *\n * The returned map is serializable (JVM).\n * @sample samples.collections.Maps.Instantiation.emptyReadOnlyMap\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> mapOf(): Map<K, V> = emptyMap()\n\n/**\n * Returns an empty new [MutableMap].\n *\n * The returned map preserves the entry iteration order.\n * @sample samples.collections.Maps.Instantiation.emptyMutableMap\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()\n\n/**\n * Returns a new [MutableMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * @sample samples.collections.Maps.Instantiation.mutableMapFromPairs\n * @sample samples.collections.Maps.Instantiation.emptyMutableMap\n */\npublic fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> =\n   LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }\n\n/**\n * Returns an empty new [HashMap].\n *\n * @sample samples.collections.Maps.Instantiation.emptyHashMap\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()\n\n/**\n * Returns a new [HashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n *\n * @sample samples.collections.Maps.Instantiation.hashMapFromPairs\n */\npublic fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> = HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }\n\n/**\n * Returns an empty new [LinkedHashMap].\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> = LinkedHashMap<K, V>()\n\n/**\n * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n *\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.\n *\n * Entries of the map are iterated in the order they were specified.\n *\n * @sample samples.collections.Maps.Instantiation.linkedMapFromPairs\n */\npublic fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))\n\n/**\n * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]\n * and returning a read-only map with the same key-value pairs.\n *\n * The map passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * Entries of the map are iterated in the order they were added by the [builderAction].\n *\n * The returned map is serializable (JVM).\n *\n * @sample samples.collections.Builders.Maps.buildMapSample\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return

buildMapInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V>\n\n/**\n * Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction]\n * and returning a read-only map with the same key-value pairs.\n *\n * The map passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * [capacity] is used to hint the expected number of pairs added in the [builderAction].\n *\n * Entries of the map are iterated in the order they were added by the [builderAction].\n *\n * The returned map is serializable (JVM).\n *\n * @throws IllegalArgumentException if the given [capacity] is negative.\n *\n * @sample samples.collections.Builders.Maps.buildMapSample\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return buildMapInternal(capacity, builderAction)\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K, V>\n\n/**\n * Calculate the initial capacity of a map.\n */\n@PublishedApi\ninternal expect fun mapCapacity(expectedSize: Int): Int\n\n/**\n * Returns `true` if this map is not empty.\n * @sample samples.collections.Maps.Usage.mapIsNotEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.isNotEmpty(): Boolean = !isEmpty()\n\n/**\n * Returns `true` if this nullable map is either null or empty.\n * @sample samples.collections.Maps.Usage.mapIsNullOrEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>?.isNullOrEmpty(): Boolean {\n   contract {\n   returns(false) implies (this@isNullOrEmpty != null)\n   }\n\n   return this == null || isEmpty()\n}\n\n/**\n * Returns the [Map] if its not `null`, or the empty [Map] otherwise.\n *\n * @sample samples.collections.Maps.Usage.mapOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()\n\n/**\n * Returns this map if it's not empty\n * or the result of calling [defaultValue] function if the map is empty.\n *\n * @sample samples.collections.Maps.Usage.mapIfEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =\n   if (isEmpty()) defaultValue() else this\n\n/**\n * Checks if the map contains the given key.\n *\n * This method allows to use the `x in map` syntax for checking whether an object is contained in the map.\n *\n * @sample samples.collections.Maps.Usage.containsKey\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)\n\n/**\n * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? =\n   @Suppress(\"UNCHECKED_CAST\") (this as Map<K, V>).get(key)\n\n/**\n * Allows to use the index operator for storing values in a mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.set(key: K, value: V): Unit {\n   put(key, value)\n}\n\n/**\n * Returns `true` if the map contains the specified [key].\n *\n * Allows to overcome type-safety restriction of `containsKey` that requires to pass a key of type `K`.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K> Map<out K, *>.containsKey(key: K): Boolean =\n   @Suppress(\"UNCHECKED_CAST\") (this as Map<K, *>).containsKey(key)\n\n/**\n * Returns `true` if the map maps one or more keys to the specified [value].\n *\n * Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.\n *\n * @sample samples.collections.Maps.Usage.containsValue\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning, extension takes precedence in some cases\n@kotlin.internal.InlineOnly\npublic inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean = this.containsValue(value)\n\n\n/**\n * Removes the specified key and its corresponding value from this map.\n *\n * @return the previous value associated with the key, or `null` if the key was not present in the map.\n\n * Allows to

overcome type-safety restriction of `remove` that requires to pass a key of type `K`.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? =\n   @Suppress(\"UNCHECKED_CAST\") (this as MutableMap<K, V>).remove(key)\n\n/**\n * Returns the key component of the map entry.\n *\n * This method allows to use destructuring declarations when working with maps, for example:\n * ```\n * for ((key, value) in map) {\n *   // do something with the key and the value\n * }\n * ```\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<K, V>.component1(): K = key\n\n/**\n * Returns the value component of the map entry.\n *\n * This method allows to use destructuring declarations when working with maps, for example:\n * ```\n * for ((key, value) in map) {\n *   // do something with the key and the value\n * }\n * ```\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map.Entry<K, V>.component2(): V = value\n\n/**\n * Converts entry to [Pair] with key being first component and value being second.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)\n\n/**\n * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.\n *\n * @sample samples.collections.Maps.Usage.getOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<K, V>.getOrElse(key: K, defaultValue: () -> V): V = get(key) ?: defaultValue()\n\n\ninternal inline fun <K, V> Map<K, V>.getOrElseNullable(key: K, defaultValue: () -> V): V {\n   val value = get(key)\n   if (value == null && !containsKey(key)) {\n   return defaultValue()\n   } else {\n   @Suppress(\"UNCHECKED_CAST\")\n   return value as V\n   }\n}\n\n/**\n * Returns the value for the given [key] or throws an exception if there is no such key in the map.\n *\n * If the map was created by [withDefault], resorts to its `defaultValue` provider function\n * instead of throwing an exception.\n *\n * @throws NoSuchElementException when the map doesn't contain a value for the specified key and\n * no implicit default value was provided for that map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V> Map<K, V>.getValue(key: K): V = getOrImplicitDefault(key)\n\n/**\n * Returns the value for the given key. If the key is not found in the map, calls the [defaultValue] function,\n * puts its result into the map under the given key and returns it.\n *\n * Note that the operation is not guaranteed to be atomic if the map is being modified concurrently.\n *\n * @sample samples.collections.Maps.Usage.getOrPut\n */\npublic inline fun <K, V> MutableMap<K, V>.getOrPut(key: K, defaultValue: () -> V): V {\n   val value = get(key)\n   return if (value == null) {\n   val answer = defaultValue()\n   put(key, answer)\n   answer\n   } else {\n   value\n   }\n}\n\n/**\n * Returns an [Iterator] over the entries in the [Map].\n *\n * @sample samples.collections.Maps.Usage.forOverEntries\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> Map<out K, V>.iterator(): Iterator<Map.Entry<K, V>> = entries.iterator()\n\n/**\n * Returns a [MutableIterator] over the mutable entries in the [MutableMap].\n *\n */\n@kotlin.jvm.JvmName(\"mutableIterator\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.iterator(): MutableIterator<MutableMap.MutableEntry<K, V>> = entries.iterator()\n\n/**\n * Populates the given [destination] map with entries having the keys of this map and the values obtained\n * by applying the [transform] function to each entry in this [Map].\n */\npublic inline fun <K, V, R, M : MutableMap<in K, in R>> Map<out K, V>.mapValuesTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {\n   return entries.associateByTo(destination, { it.key }, transform)\n}\n\n/**\n * Populates the given [destination] map with entries having the keys obtained\n * by applying the [transform] function to each entry in this [Map] and the values of this map.\n *\n * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite\n * the value associated with the former one.\n */\npublic inline fun <K, V, R, M : MutableMap<in R, in V>> Map<out K, V>.mapKeysTo(destination: M, transform: (Map.Entry<K, V>) -> R): M {\n   return entries.associateByTo(destination, transform, { it.value })\n}\n\n/**\n * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.\n */\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {\n   for ((key, value) in pairs) {\n   put(key, value)\n   }\n}\n\n/**\n * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.\n */\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {\n   for ((key, value) in pairs) {\n   put(key, value)\n   }\n}\n\n/**\n * Puts all the elements of the given sequence into this [MutableMap] with the first component in the

pair being the key and the second the value.\n */\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {\n for ((key, value) in pairs) {\n put(key, value)\n }\n}\n\n/**\n * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform]\n * function to each entry in this [Map].\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample samples.collections.Maps.Transformations.mapValues\n */\npublic inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {\n return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a new Map with entries having the keys obtained by applying the [transform] function to each entry in this\n * [Map] and the values of this map.\n *\n * In case if any two entries are mapped to the equal keys, the value of the latter one will overwrite\n * the value associated with the former one.\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample samples.collections.Maps.Transformations.mapKeys\n */\npublic inline fun <K, V, R> Map<out K, V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {\n return mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a map containing all key-value pairs with keys matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterKeys\n */\npublic inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n for (entry in this) {\n if (predicate(entry.key)) {\n result.put(entry.key, entry.value)\n }\n }\n return result\n}\n\n/**\n * Returns a map containing all key-value pairs with values matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterValues\n */\npublic inline fun <K, V> Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n for (entry in this) {\n if (predicate(entry.value)) {\n result.put(entry.key, entry.value)\n }\n }\n return result\n}\n\n/**\n * Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.\n *\n * @return the destination map.\n * @sample samples.collections.Maps.Filtering.filterTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n for (element in this) {\n if (predicate(element)) {\n destination.put(element.key, element.value)\n }\n }\n return destination\n}\n\n/**\n * Returns a new map containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filter\n */\npublic inline fun <K, V> Map<out K, V>.filter(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n return filterTo(LinkedHashMap<K, V>(), predicate)\n}\n\n/**\n * Appends all entries not matching the given [predicate] into the given [destination].\n *\n * @return the destination map.\n * @sample samples.collections.Maps.Filtering.filterNotTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {\n for (element in this) {\n if (!predicate(element)) {\n destination.put(element.key, element.value)\n }\n }\n return destination\n}\n\n/**\n * Returns a new map containing all key-value pairs not matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of the original map.\n * @sample samples.collections.Maps.Filtering.filterNot\n */\npublic inline fun <K, V> Map<out K, V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n return filterNotTo(LinkedHashMap<K, V>(), predicate)\n}\n\n/**\n * Returns a new map containing all key-value pairs from the given collection of pairs.\n *\n * The returned map preserves the entry iteration order of the original collection.\n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic fun <K, V> Iterable<Pair<K, V>>.toMap(): Map<K, V> {\n if (this is Collection) {\n return when (size) {\n 0 -> emptyMap()\n 1 -> mapOf(if (this is List) this[0] else iterator().next())\n else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n }\n }\n return toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Iterable<Pair<K, V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new map containing all key-value pairs from the given array of pairs.\n

*\n * The returned map preserves the entry iteration order of the original array.\n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {\n   0 -> emptyMap()\n   1 -> mapOf(this[0])\n   else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given array of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Array<out Pair<K, V>>.toMap(destination: M): M =\n   destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new map containing all key-value pairs from the given sequence of pairs.\n *\n * The returned map preserves the entry iteration order of the original sequence.\n * If any of two pairs would have the same key the last one gets added to the map.\n */\npublic fun <K, V> Sequence<Pair<K, V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M =\n   destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new read-only map containing all key-value pairs from the original map.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V> Map<out K, V>.toMap(): Map<K, V> = when (size) {\n   0 -> emptyMap()\n   1 -> toSingletonMap()\n   else -> toMutableMap()\n}\n\n/**\n * Returns a new mutable map containing all key-value pairs from the original map.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs from the given map.\n */\n@SinceKotlin(\"1.1\")\npublic fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.toMap(destination: M): M =\n   destination.apply { putAll(this@toMap) }\n\n/**\n * Creates a new read-only map by replacing or adding an entry to this map from a given key-value [pair].\n *\n * The returned map preserves the entry iteration order of the original map.\n * The [pair] is iterated in the end if it has a unique key.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K, V> =\n   if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value [pairs].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] collection.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =\n   if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given array of key-value [pairs].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] array.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> =\n   if (this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from a given sequence of key-value [pairs].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] sequence.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K, V>>): Map<K, V> =\n   LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()\n\n/**\n * Creates a new read-only map by replacing or adding entries to this map from another [map].\n *\n * The returned map preserves the entry iteration order of the original map.\n * Those entries of another [map] that are missing in this map are iterated in the end in the order of that [map].\n */\npublic operator fun <K, V> Map<out K, V>.plus(map: Map<out K, V>): Map<K, V> =\n   LinkedHashMap(this).apply { putAll(map) }\n\n\n/**\n * Appends or replaces the given [pair] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {\n   put(pair.first, pair.second)\n}\n\n/**\n * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {\n   putAll(pairs)\n}\n\n/**\n * Appends or replaces all pairs from the given array of [pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {\n   putAll(pairs)\n}\n\n/**\n * Appends or replaces all pairs from the given sequence of

[pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {\n   putAll(pairs)\n}\n\n/**\n * Appends or replaces all entries from the given [map] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {\n   putAll(map)\n}\n\n/**\n * Returns a map containing all entries of the original map except the entry with the given [key].\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(key: K): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(key) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] collection.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Iterable<K>): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] array.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Array<out K>): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys] sequence.\n *\n * The returned map preserves the entry iteration order of the original map.\n */\n@SinceKotlin(\"1.1\")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Sequence<K>): Map<K, V> =\n   this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Removes the entry with the given [key] from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {\n   remove(key)\n}\n\n/**\n * Removes all entries the keys of which are contained in the given [keys] collection from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) {\n   this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries the keys of which are contained in the given [keys] array from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {\n   this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries from the keys of which are contained in the given [keys] sequence from this mutable map.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {\n   this.keys.removeAll(keys)\n}\n\n\n// do not expose for now @PublishedApi\ninternal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size) {\n   0 -> emptyMap()\n   1 -> toSingletonMapOrSelf()\n   else -> this\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SetsKt\")\n@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\n\ninternal object EmptySet : Set<Nothing>, Serializable {\n   private const val serialVersionUID: Long = 3406603774387020532\n\n   override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()\n   override fun hashCode(): Int = 0\n   override fun toString(): String = \"[]\"\n\n   override val size: Int get() = 0\n   override fun isEmpty(): Boolean = true\n   override fun contains(element: Nothing): Boolean = false\n   override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()\n\n   override fun iterator(): Iterator<Nothing> = EmptyIterator\n\n   private fun readResolve(): Any = EmptySet\n}\n\n\n/**\n * Returns an empty read-only set. The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.emptyReadOnlySet\n */\npublic fun <T> emptySet(): Set<T> = EmptySet\n\n/**\n * Returns a new read-only set with the given elements.\n * Elements of the set are iterated in the order they were specified.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.readOnlySet\n */\npublic fun <T> setOf(vararg elements: T): Set<T> = if

(elements.size > 0) elements.toSet() else emptySet()\n\n/**\n * Returns an empty read-only set. The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.emptyReadOnlySet\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> setOf(): Set<T> = emptySet()\n\n/**\n * Returns an empty new [MutableSet].\n *\n * The returned set preserves the element iteration order.\n * @sample samples.collections.Collections.Sets.emptyMutableSet\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()\n\n/**\n * Returns a new [MutableSet] with the given elements.\n * Elements of the set are iterated in the order they were specified.\n * @sample samples.collections.Collections.Sets.mutableSet\n */\npublic fun <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n\n/** Returns an empty new [HashSet]. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> hashSetOf(): HashSet<T> = HashSet()\n\n/** Returns a new [HashSet] with the given elements. */\npublic fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))\n\n/**\n * Returns an empty new [LinkedHashSet].\n * @sample samples.collections.Collections.Sets.emptyLinkedHashSet\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()\n\n/**\n * Returns a new [LinkedHashSet] with the given elements.\n * Elements of the set are iterated in the order they were specified.\n * @sample samples.collections.Collections.Sets.linkedHashSet\n */\npublic fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n\n/**\n * Returns a new read-only set either with single given element, if it is not null, or empty set if the element is null.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.setOfNotNull\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Any> setOfNotNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet()\n\n/**\n * Returns a new read-only set only with those given elements, that are not null.\n * Elements of the set are iterated in the order they were specified.\n * The returned set is serializable (JVM).\n * @sample samples.collections.Collections.Sets.setOfNotNull\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Any> setOfNotNull(vararg elements: T?): Set<T> {\n   return elements.filterNotNullTo(LinkedHashSet())\n}\n\n/**\n * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]\n * and returning a read-only set with the same elements.\n *\n * The set passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * Elements of the set are iterated in the order they were added by the [builderAction].\n *\n * The returned set is serializable (JVM).\n *\n * @sample samples.collections.Builders.Sets.buildSetSample\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return buildSetInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E>\n\n/**\n * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction]\n * and returning a read-only set with the same elements.\n *\n * The set passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * [capacity] is used to hint the expected number of elements added in the [builderAction].\n *\n * Elements of the set are iterated in the order they were added by the [builderAction].\n *\n * The returned set is serializable (JVM).\n *\n * @throws IllegalArgumentException if the given [capacity] is negative.\n *\n * @sample samples.collections.Builders.Sets.buildSetSample\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return buildSetInternal(capacity, builderAction)\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E>\n\n\n/** Returns this Set

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if it's not `null` and the empty set otherwise. */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()\n\ninternal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {\n    0 -> emptySet()\n    1 -> setOf(iterator().next())\n    else -> this\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n@file:Suppress(\"PLATFORM_CLASS_MAPPED_TO_KOTLIN\")\n\npackage kotlin.text\n\n/**\n * Parses the string as a signed [Byte] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)\n\n/**\n * Parses the string as a signed [Byte] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toByteOrNull(radix: Int): Byte? {\n    val int = this.toIntOrNull(radix) ?: return null\n    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null\n    return int.toByte()\n}\n\n/**\n * Parses the string as a [Short] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)\n\n/**\n * Parses the string as a [Short] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toShortOrNull(radix: Int): Short? {\n    val int = this.toIntOrNull(radix) ?: return null\n    if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null\n    return int.toShort()\n}\n\n/**\n * Parses the string as an [Int] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)\n\n/**\n * Parses the string as an [Int] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toIntOrNull(radix: Int): Int? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length == 0) return null\n\n    val start: Int\n    val isNegative: Boolean\n    val limit: Int\n\n    val firstChar = this[0]\n    if (firstChar < '0') {  // Possible leading sign\n        if (length == 1) return null  // non-digit (possible sign) only, no digits after\n\n        start = 1\n\n        if (firstChar == '-') {\n            isNegative = true\n            limit = Int.MIN_VALUE\n        } else if (firstChar == '+') {\n            isNegative = false\n            limit = -Int.MAX_VALUE\n        } else\n            return null\n    } else {\n        start = 0\n        isNegative = false\n        limit = -Int.MAX_VALUE\n    }\n\n    val limitForMaxRadix = (-Int.MAX_VALUE) / 36\n\n    var limitBeforeMul = limitForMaxRadix\n    var result = 0\n    for (i in start until length) {\n        val digit = digitOf(this[i], radix)\n\n        if (digit < 0) return null\n        if (result < limitBeforeMul) {\n            if (limitBeforeMul == limitForMaxRadix) {\n                limitBeforeMul = limit / radix\n\n                if (result < limitBeforeMul) {\n                    return null\n                }\n            } else {\n                return null\n            }\n        }\n\n        result *= radix\n\n        if (result < limit + digit) return null\n\n        result -= digit\n    }\n\n    return if (isNegative) result else -result\n}\n\n/**\n * Parses the string as a [Long] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)\n\n/**\n * Parses the string as a [Long] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.1\")\npublic fun String.toLongOrNull(radix: Int): Long? {\n    checkRadix(radix)\n\n    val length = this.length\n    if (length == 0) return null\n\n    val start: Int\n    val isNegative: Boolean\n    val limit: Long\n\n    val firstChar = this[0]\n    if (firstChar < '0') {  // Possible leading sign\n        if (length == 1) return null  // non-digit (possible sign) only, no digits after\n\n        start = 1\n\n        if (firstChar == '-') {\n            isNegative = true\n            limit = Long.MIN_VALUE\n        } else if (firstChar == '+') {\n            isNegative = false\n            limit = -Long.MAX_VALUE\n        } else\n            return null\n    } else {\n        start = 0\n        isNegative = false\n        limit = -Long.MAX_VALUE\n    }\n\n    val limitForMaxRadix = (-Long.MAX_VALUE) / 36\n\n    var limitBeforeMul = limitForMaxRadix\n    var result = 0L\n    for (i in start until
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length) {\n val digit = digitOf(this[i], radix)\n\n if (digit < 0) return null\n if (result < limitBeforeMul) {\n if (limitBeforeMul == limitForMaxRadix) {\n limitBeforeMul = limit / radix\n\n if (result < limitBeforeMul) {\n return null\n }\n } else {\n return null\n }\n }\n\n result *= radix\n\n if (result < limit + digit) return null\n\n result -= digit\n }\n\n return if (isNegative) result else -result\n}\n\n\ninternal fun numberFormatError(input: String): Nothing = throw NumberFormatException(\"Invalid number format: '$input'\")\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.contracts.*\nimport kotlin.jvm.JvmInline\nimport kotlin.math.*\n\n/**\n * Represents the amount of time one instant of time is away from another instant.\n *\n * A negative duration is possible in a situation when the second instant is earlier than the first one.\n *\n * The type can store duration values up to \u00b1146 years with nanosecond precision,\n * and up to \u00b1146 million years with millisecond precision.\n * If a duration-returning operation provided in `kotlin.time` produces a duration value that doesn't fit into the above range,\n * the returned `Duration` is infinite.\n *\n * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.\n *\n * To construct a duration use either the extension function [toDuration],\n * or the extension properties [hours], [minutes], [seconds], and so on,\n * available on [Int], [Long], and [Double] numeric types.\n *\n * To get the value of this duration expressed in a particular [duration units][DurationUnit]\n * use the functions [toInt], [toLong], and [toDouble]\n * or the properties [inWholeHours], [inWholeMinutes], [inWholeSeconds], [inWholeNanoseconds], and so on.\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\n@JvmInline\npublic value class Duration internal constructor(private val rawValue: Long) : Comparable<Duration> {\n\n private val value: Long get() = rawValue shr 1\n private inline val unitDiscriminator: Int get() = rawValue.toInt() and 1\n private fun isInNanos() = unitDiscriminator == 0\n private fun isInMillis() = unitDiscriminator == 1\n private val storageUnit get() = if (isInNanos()) DurationUnit.NANOSECONDS else DurationUnit.MILLISECONDS\n\n init {\n if (durationAssertionsEnabled) {\n if (isInNanos()) {\n if (value !in -MAX_NANOS..MAX_NANOS) throw AssertionError(\"$value ns is out of nanoseconds range\")\n } else {\n if (value !in -MAX_MILLIS..MAX_MILLIS) throw AssertionError(\"$value ms is out of milliseconds range\")\n if (value in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) throw AssertionError(\"$value ms is denormalized\")\n }\n }\n }\n\n companion object {\n /** The duration equal to exactly 0 seconds. */\n public val ZERO: Duration = Duration(0L)\n\n /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire. */\n public val INFINITE: Duration = durationOfMillis(MAX_MILLIS)\n internal val NEG_INFINITE: Duration = durationOfMillis(-MAX_MILLIS)\n\n /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */\n @ExperimentalTime\n public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =\n convertDurationUnit(value, sourceUnit, targetUnit)\n\n // Duration construction extension properties in Duration companion scope\n\n /** Returns a [Duration] equal to this [Int] number of nanoseconds. */\n @kotlin.internal.InlineOnly\n public inline val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n /** Returns a [Duration] equal to this [Long] number of nanoseconds. */\n @kotlin.internal.InlineOnly\n public inline val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n /**\n * Returns a [Duration] equal to this [Double] number of nanoseconds.\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n\n /** Returns a [Duration] equal to this [Int] number of microseconds. */\n @kotlin.internal.InlineOnly\n public inline val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n /** Returns a [Duration] equal to this [Long] number of microseconds. */\n @kotlin.internal.InlineOnly\n public inline val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n /**\n * Returns a [Duration] equal to this [Double] number of microseconds.\n *\n * Depending on its magnitude, the value is rounded to an integer number

of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n /** Returns a [Duration] equal to this [Int] number of milliseconds. */\n @kotlin.internal.InlineOnly\n public inline val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n /** Returns a [Duration] equal to this [Long] number of milliseconds. */\n @kotlin.internal.InlineOnly\n public inline val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n /**\n * Returns a [Duration] equal to this [Double] number of milliseconds.\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n /** Returns a [Duration] equal to this [Int] number of seconds. */\n @kotlin.internal.InlineOnly\n public inline val Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n /** Returns a [Duration] equal to this [Long] number of seconds. */\n @kotlin.internal.InlineOnly\n public inline val Long.seconds get() = toDuration(DurationUnit.SECONDS)\n\n /**\n * Returns a [Duration] equal to this [Double] number of seconds.\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.seconds get() = toDuration(DurationUnit.SECONDS)\n\n\n /** Returns a [Duration] equal to this [Int] number of minutes. */\n @kotlin.internal.InlineOnly\n public inline val Int.minutes get() = toDuration(DurationUnit.MINUTES)\n\n /** Returns a [Duration] equal to this [Long] number of minutes. */\n @kotlin.internal.InlineOnly\n public inline val Long.minutes get() = toDuration(DurationUnit.MINUTES)\n\n /**\n * Returns a [Duration] equal to this [Double] number of minutes.\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.minutes get() = toDuration(DurationUnit.MINUTES)\n\n\n /** Returns a [Duration] equal to this [Int] number of hours. */\n @kotlin.internal.InlineOnly\n public inline val Int.hours get() = toDuration(DurationUnit.HOURS)\n\n /** Returns a [Duration] equal to this [Long] number of hours. */\n @kotlin.internal.InlineOnly\n public inline val Long.hours get() = toDuration(DurationUnit.HOURS)\n\n /**\n * Returns a [Duration] equal to this [Double] number of hours.\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.hours get() = toDuration(DurationUnit.HOURS)\n\n\n /** Returns a [Duration] equal to this [Int] number of days. */\n @kotlin.internal.InlineOnly\n public inline val Int.days get() = toDuration(DurationUnit.DAYS)\n\n /** Returns a [Duration] equal to this [Long] number of days. */\n @kotlin.internal.InlineOnly\n public inline val Long.days get() = toDuration(DurationUnit.DAYS)\n\n /**\n * Returns a [Duration] equal to this [Double] number of days.\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.days get() = toDuration(DurationUnit.DAYS)\n\n\n // deprecated static factory functions\n\n /** Returns a [Duration] representing the specified [value] number of nanoseconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.nanoseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.nanoseconds\", \"kotlin.time.Duration.Companion.nanoseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun nanoseconds(value: Int): Duration = value.toDuration(DurationUnit.NANOSECONDS)\n\n /** Returns a [Duration] representing the specified [value] number of nanoseconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.nanoseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.nanoseconds\", \"kotlin.time.Duration.Companion.nanoseconds\"))\n

@DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun nanoseconds(value: Long): Duration = value.toDuration(DurationUnit.NANOSECONDS)\n\n /**\n * Returns a [Duration] representing the specified [value] number of nanoseconds.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.nanoseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.nanoseconds\", \"kotlin.time.Duration.Companion.nanoseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun nanoseconds(value: Double): Duration = value.toDuration(DurationUnit.NANOSECONDS)\n\n\n /** Returns a [Duration] representing the specified [value] number of microseconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.microseconds\", \"kotlin.time.Duration.Companion.microseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun microseconds(value: Int): Duration = value.toDuration(DurationUnit.MICROSECONDS)\n\n /** Returns a [Duration] representing the specified [value] number of microseconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.microseconds\", \"kotlin.time.Duration.Companion.microseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun microseconds(value: Long): Duration = value.toDuration(DurationUnit.MICROSECONDS)\n\n /**\n * Returns a [Duration] representing the specified [value] number of microseconds.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.microseconds\", \"kotlin.time.Duration.Companion.microseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun microseconds(value: Double): Duration = value.toDuration(DurationUnit.MICROSECONDS)\n\n\n /** Returns a [Duration] representing the specified [value] number of milliseconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun milliseconds(value: Int): Duration = value.toDuration(DurationUnit.MILLISECONDS)\n\n /** Returns a [Duration] representing the specified [value] number of milliseconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun milliseconds(value: Long): Duration = value.toDuration(DurationUnit.MILLISECONDS)\n\n /**\n * Returns a [Duration] representing the specified [value] number of milliseconds.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun milliseconds(value: Double): Duration = value.toDuration(DurationUnit.MILLISECONDS)\n\n\n /** Returns a [Duration] representing the specified [value] number of seconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun seconds(value: Int): Duration = value.toDuration(DurationUnit.SECONDS)\n\n /** Returns a [Duration] representing the specified [value] number of seconds. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun seconds(value: Long): Duration =

value.toDuration(DurationUnit.SECONDS)\n\n /**\n * Returns a [Duration] representing the specified [value] number of seconds.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun seconds(value: Double): Duration = value.toDuration(DurationUnit.SECONDS)\n\n\n /** Returns a [Duration] representing the specified [value] number of minutes. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"value.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun minutes(value: Int): Duration = value.toDuration(DurationUnit.MINUTES)\n\n /** Returns a [Duration] representing the specified [value] number of minutes. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"value.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun minutes(value: Long): Duration = value.toDuration(DurationUnit.MINUTES)\n\n /**\n * Returns a [Duration] representing the specified [value] number of minutes.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"value.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun minutes(value: Double): Duration = value.toDuration(DurationUnit.MINUTES)\n\n\n /** Returns a [Duration] representing the specified [value] number of hours. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"value.hours\", \"kotlin.time.Duration.Companion.hours\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun hours(value: Int): Duration = value.toDuration(DurationUnit.HOURS)\n\n /** Returns a [Duration] representing the specified [value] number of hours. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"value.hours\", \"kotlin.time.Duration.Companion.hours\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun hours(value: Long): Duration = value.toDuration(DurationUnit.HOURS)\n\n /**\n * Returns a [Duration] representing the specified [value] number of hours.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"value.hours\", \"kotlin.time.Duration.Companion.hours\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun hours(value: Double): Duration = value.toDuration(DurationUnit.HOURS)\n\n\n /** Returns a [Duration] representing the specified [value] number of days. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Int.days' extension property from Duration.Companion instead.\", ReplaceWith(\"value.days\", \"kotlin.time.Duration.Companion.days\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun days(value: Int): Duration = value.toDuration(DurationUnit.DAYS)\n\n /** Returns a [Duration] representing the specified [value] number of days. */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Long.days' extension property from Duration.Companion instead.\", ReplaceWith(\"value.days\", \"kotlin.time.Duration.Companion.days\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public fun days(value: Long): Duration = value.toDuration(DurationUnit.DAYS)\n\n /**\n * Returns a [Duration] representing the specified [value] number of days.\n *\n * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.days' extension property from Duration.Companion instead.\", ReplaceWith(\"value.days\", \"kotlin.time.Duration.Companion.days\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\")\n public

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fun days(value: Double): Duration = value.toDuration(DurationUnit.DAYS)\n\n        /**\n         * Parses a string that represents a duration and returns the parsed [Duration] value.\n         *\n         * The following formats are accepted:\n         *\n         * - ISO-8601 Duration format, e.g. `P1DT2H3M4.058S`, see [toIsoString] and [parseIsoString].\n         * - The format of string returned by the default [Duration.toString] and `toString` in a specific unit,\n         *   e.g. `10s`, `1h 30m` or `-(1h 30m)`.\n         *\n         * @throws IllegalArgumentException if the string doesn't represent a duration in any of the supported formats.\n         * @sample samples.time.Durations.parse\n         */\n        public fun parse(value: String): Duration = try {\n            parseDuration(value, strictIso = false)\n        } catch (e: IllegalArgumentException) {\n            throw IllegalArgumentException(\"Invalid duration string format: '$value'.\", e)\n        }\n\n        /**\n         * Parses a string that represents a duration in ISO-8601 format and returns the parsed [Duration] value.\n         *\n         * @throws IllegalArgumentException if the string doesn't represent a duration in ISO-8601 format.\n         * @sample samples.time.Durations.parseIsoString\n         */\n        public fun parseIsoString(value: String): Duration = try {\n            parseDuration(value, strictIso = true)\n        } catch (e: IllegalArgumentException) {\n            throw IllegalArgumentException(\"Invalid ISO duration string format: '$value'.\", e)\n        }\n\n        /**\n         * Parses a string that represents a duration and returns the parsed [Duration] value,\n         * or `null` if the string doesn't represent a duration in any of the supported formats.\n         *\n         * The following formats are accepted:\n         *\n         * - ISO-8601 Duration format, e.g. `P1DT2H3M4.058S`, see [toIsoString] and [parseIsoString].\n         * - The format of string returned by the default [Duration.toString] and `toString` in a specific unit,\n         *   e.g. `10s`, `1h 30m` or `-(1h 30m)`.\n         *   @sample samples.time.Durations.parse\n         */\n        public fun parseOrNull(value: String): Duration? = try {\n            parseDuration(value, strictIso = false)\n        } catch (e: IllegalArgumentException) {\n            null\n        }\n\n        /**\n         * Parses a string that represents a duration in ISO-8601 format and returns the parsed [Duration] value,\n         * or `null` if the string doesn't represent a duration in ISO-8601 format.\n         * @sample samples.time.Durations.parseIsoString\n         */\n        public fun parseIsoStringOrNull(value: String): Duration? = try {\n            parseDuration(value, strictIso = true)\n        } catch (e: IllegalArgumentException) {\n            null\n        }\n    }\n\n    // arithmetic operators\n\n    /** Returns the negative of this value. */\n    public operator fun unaryMinus(): Duration = durationOf(-value, unitDiscriminator)\n\n    /**\n     * Returns a duration whose value is the sum of this and [other] duration values.\n     *\n     * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n     * e.g. when adding infinite durations of different sign.\n     */\n    public operator fun plus(other: Duration): Duration {\n        when {\n            this.isInfinite() -> {\n                if (other.isFinite() || (this.rawValue xor other.rawValue >= 0))\n                    return this\n                else\n                    throw IllegalArgumentException(\"Summing infinite durations of different signs yields an undefined result.\")\n            }\n            other.isInfinite() -> return other\n        }\n\n        return when {\n            this.unitDiscriminator == other.unitDiscriminator -> {\n                val result = this.value + other.value // never overflows long, but can overflow long63\n                when {\n                    isInNanos() ->\n                        durationOfNanosNormalized(result)\n                    else ->\n                        durationOfMillisNormalized(result)\n                }\n            }\n            this.isInMillis() ->\n                addValuesMixedRanges(this.value, other.value)\n            else ->\n                addValuesMixedRanges(other.value, this.value)\n        }\n    }\n\n    private fun addValuesMixedRanges(thisMillis: Long, otherNanos: Long): Duration {\n        val otherMillis = nanosToMillis(otherNanos)\n        val resultMillis = thisMillis + otherMillis\n        return if (resultMillis in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n            val otherNanoRemainder = otherNanos - millisToNanos(otherMillis)\n            durationOfNanos(millisToNanos(resultMillis) + otherNanoRemainder)\n        } else {\n            durationOfMillis(resultMillis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n        }\n    }\n\n    /**\n     * Returns a duration whose value is the difference between this and [other] duration values.\n     *\n     * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n     * e.g. when subtracting infinite durations of the same sign.\n     */\n    public operator fun minus(other: Duration): Duration = this + (-other)\n\n    /**\n     * Returns a duration whose value is this duration value multiplied by the given [scale] number.\n     *\n     * @throws IllegalArgumentException if the operation results in an undefined value for the given
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arguments,\n     * e.g. when multiplying an infinite duration by zero.\n     */\n    public operator fun times(scale: Int): Duration {\n        if (isInfinite()) {\n            return when {\n                scale == 0 -> throw IllegalArgumentException(\"Multiplying infinite duration by zero yields an undefined result.\")\n                scale > 0 -> this\n                else -> -this\n            }\n        }\n        if (scale == 0) return ZERO\n\n        val value = value\n        val result = value * scale\n        return if (isInNanos()) {\n            if (value in (MAX_NANOS / Int.MIN_VALUE)..(-MAX_NANOS / Int.MIN_VALUE)) {\n                // can't overflow nanos range for any scale\n                durationOfNanos(result)\n            } else {\n                if (result / scale == value) {\n                    durationOfNanosNormalized(result)\n                } else {\n                    val millis = nanosToMillis(value)\n                    val remNanos = value - millisToNanos(millis)\n                    val resultMillis = millis * scale\n                    val totalMillis = resultMillis + nanosToMillis(remNanos * scale)\n                    if (resultMillis / scale == millis && totalMillis xor resultMillis >= 0) {\n                        durationOfMillis(totalMillis.coerceIn(-MAX_MILLIS..MAX_MILLIS))\n                    } else {\n                        if (value.sign * scale.sign > 0) INFINITE else NEG_INFINITE\n                    }\n                }\n            }\n        } else {\n            if (result / scale == value) {\n                durationOfMillis(result.coerceIn(-MAX_MILLIS..MAX_MILLIS))\n            } else {\n                if (value.sign * scale.sign > 0) INFINITE else NEG_INFINITE\n            }\n        }\n    }\n\n    /**\n     * Returns a duration whose value is this duration value multiplied by the given [scale] number.\n     *\n     * The operation may involve rounding when the result cannot be represented exactly with a [Double] number.\n     *\n     * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n     * e.g. when multiplying an infinite duration by zero.\n     */\n    public operator fun times(scale: Double): Duration {\n        val intScale = scale.roundToInt()\n        if (intScale.toDouble() == scale) {\n            return times(intScale)\n        }\n\n        val unit = storageUnit\n        val result = toDouble(unit) * scale\n        return result.toDuration(unit)\n    }\n\n    /**\n     * Returns a duration whose value is this duration value divided by the given [scale] number.\n     *\n     * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n     * e.g. when dividing zero duration by zero.\n     */\n    public operator fun div(scale: Int): Duration {\n        if (scale == 0) {\n            return when {\n                isPositive() -> INFINITE\n                isNegative() -> NEG_INFINITE\n                else -> throw IllegalArgumentException(\"Dividing zero duration by zero yields an undefined result.\")\n            }\n        }\n        if (isInNanos()) {\n            return durationOfNanos(value / scale)\n        } else {\n            if (isInfinite())\n                return this * scale.sign\n\n            val result = value / scale\n\n            if (result in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n                val rem = millisToNanos(value - (result * scale)) / scale\n                return durationOfNanos(millisToNanos(result) + rem)\n            }\n            return durationOfMillis(result)\n        }\n    }\n\n    /**\n     * Returns a duration whose value is this duration value divided by the given [scale] number.\n     *\n     * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n     * e.g. when dividing an infinite duration by infinity or zero duration by zero.\n     */\n    public operator fun div(scale: Double): Duration {\n        val intScale = scale.roundToInt()\n        if (intScale.toDouble() == scale && intScale != 0) {\n            return div(intScale)\n        }\n\n        val unit = storageUnit\n        val result = toDouble(unit) / scale\n        return result.toDuration(unit)\n    }\n\n    /** Returns a number that is the ratio of this and [other] duration values. */\n    public operator fun div(other: Duration): Double {\n        val coarserUnit = maxOf(this.storageUnit, other.storageUnit)\n        return this.toDouble(coarserUnit) / other.toDouble(coarserUnit)\n    }\n\n    /** Returns true, if the duration value is less than zero. */\n    public fun isNegative(): Boolean = rawValue < 0\n\n    /** Returns true, if the duration value is greater than zero. */\n    public fun isPositive(): Boolean = rawValue > 0\n\n    /** Returns true, if the duration value is infinite. */\n    public fun isInfinite(): Boolean = rawValue == INFINITE.rawValue || rawValue == NEG_INFINITE.rawValue\n\n    /** Returns true, if the duration value is finite. */\n    public fun isFinite(): Boolean = !isInfinite()\n\n    /** Returns the absolute value of this value. The returned value is always non-negative. */\n    public val absoluteValue: Duration get() = if (isNegative()) -this else this\n\n    override fun compareTo(other: Duration): Int {\n        val compareBits = this.rawValue xor other.rawValue\n        if (compareBits < 0 || compareBits.toInt() and 1 == 0) // different signs or same sign/same range\n            return this.rawValue.compareTo(other.rawValue)\n        // same sign/different ranges\n        val r = this.unitDiscriminator - other.unitDiscriminator // compare ranges\n        return if (isNegative())
```

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-r else r\n    }\n\n\n    // splitting to components\n\n    /**\n     * Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.\n     * The result of [action] is returned as the result of this function.\n     *\n     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n     * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;\n     * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;\n     * - `hours` represents the whole number of hours in this duration, and its absolute value is less than 24;\n     * - `days` represents the whole number of days in this duration.\n     *\n     *  Infinite durations are represented as either [Long.MAX_VALUE] days, or [Long.MIN_VALUE] days (depending on the sign of infinity),\n     *  and zeroes in the lower components.\n     */\n    public inline fun <T> toComponents(action: (days: Long, hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {\n        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n        return action(inWholeDays, hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)\n    }\n\n    /**\n     * Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.\n     * The result of [action] is returned as the result of this function.\n     *\n     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n     * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;\n     * - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60;\n     * - `hours` represents the whole number of hours in this duration.\n     *\n     *  Infinite durations are represented as either [Long.MAX_VALUE] hours, or [Long.MIN_VALUE] hours (depending on the sign of infinity),\n     *  and zeroes in the lower components.\n     */\n    public inline fun <T> toComponents(action: (hours: Long, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T {\n        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n        return action(inWholeHours, minutesComponent, secondsComponent, nanosecondsComponent)\n    }\n\n    /**\n     * Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.\n     * The result of [action] is returned as the result of this function.\n     *\n     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n     * - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;\n     * - `minutes` represents the whole number of minutes in this duration.\n     *\n     *  Infinite durations are represented as either [Long.MAX_VALUE] minutes, or [Long.MIN_VALUE] minutes (depending on the sign of infinity),\n     *  and zeroes in the lower components.\n     */\n    public inline fun <T> toComponents(action: (minutes: Long, seconds: Int, nanoseconds: Int) -> T): T {\n        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n        return action(inWholeMinutes, secondsComponent, nanosecondsComponent)\n    }\n\n    /**\n     * Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.\n     * The result of [action] is returned as the result of this function.\n     *\n     * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n     * - `seconds` represents the whole number of seconds in this duration.\n     *\n     *  Infinite durations are represented as either [Long.MAX_VALUE] seconds, or [Long.MIN_VALUE] seconds (depending on the sign of infinity),\n     *  and zero nanoseconds.\n     */\n    public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) -> T): T {\n        contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n        return action(inWholeSeconds, nanosecondsComponent)\n    }\n\n    @PublishedApi\n    internal val hoursComponent: Int\n        get() = if (isInfinite()) 0 else (inWholeHours % 24).toInt()\n\n    @PublishedApi\n    internal val minutesComponent: Int\n        get() = if (isInfinite()) 0 else (inWholeMinutes % 60).toInt()\n\n    @PublishedApi\n    internal val secondsComponent: Int\n        get() = if (isInfinite()) 0 else (inWholeSeconds % 60).toInt()\n\n    @PublishedApi\n    internal val nanosecondsComponent: Int\n        get() = when {\n            isInfinite() -> 0\n            isInMillis() -> millisToNanos(value % 1_000).toInt()\n            else -> (value % 1_000_000_000).toInt()\n        }\n\n\n    // conversion to units\n\n    /**\n     * Returns the value of this duration expressed as a [Double] number of the specified [unit].\n     *\n     * The operation may involve rounding when the result cannot be represented exactly with a [Double] number.\n     *\n     * An infinite duration value is converted either to [Double.POSITIVE_INFINITY] or [Double.NEGATIVE_INFINITY] depending on its sign.\n     */\n    public fun
```

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toDouble(unit: DurationUnit): Double {\n        return when (rawValue) {\n            INFINITE.rawValue -> Double.POSITIVE_INFINITY\n            NEG_INFINITE.rawValue -> Double.NEGATIVE_INFINITY\n            else -> {\n                // TODO: whether it's ok to convert to Double before scaling\n                convertDurationUnit(value.toDouble(), storageUnit, unit)\n            }\n        }\n    }\n\n    /**\n     * Returns the value of this duration expressed as a [Long] number of the specified [unit].\n     *\n     * If the result doesn't fit in the range of [Long] type, it is coerced into that range:\n     * - [Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n     * - [Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n     *\n     * An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n     */\n    public fun toLong(unit: DurationUnit): Long {\n        return when (rawValue) {\n            INFINITE.rawValue -> Long.MAX_VALUE\n            NEG_INFINITE.rawValue -> Long.MIN_VALUE\n            else -> convertDurationUnit(value, storageUnit, unit)\n        }\n    }\n\n    /**\n     * Returns the value of this duration expressed as an [Int] number of the specified [unit].\n     *\n     * If the result doesn't fit in the range of [Int] type, it is coerced into that range:\n     * - [Int.MIN_VALUE] is returned if it's less than `Int.MIN_VALUE`,\n     * - [Int.MAX_VALUE] is returned if it's greater than `Int.MAX_VALUE`.\n     *\n     * An infinite duration value is converted either to [Int.MAX_VALUE] or [Int.MIN_VALUE] depending on its sign.\n     */\n    public fun toInt(unit: DurationUnit): Int =\n        toLong(unit).coerceIn(Int.MIN_VALUE.toLong(), Int.MAX_VALUE.toLong()).toInt()\n\n    /** The value of this duration expressed as a [Double] number of days. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeDays property instead or convert toDouble(DAYS) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.DAYS)\"))\n    public val inDays: Double get() = toDouble(DurationUnit.DAYS)\n\n    /** The value of this duration expressed as a [Double] number of hours. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeHours property instead or convert toDouble(HOURS) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.HOURS)\"))\n    public val inHours: Double get() = toDouble(DurationUnit.HOURS)\n\n    /** The value of this duration expressed as a [Double] number of minutes. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeMinutes property instead or convert toDouble(MINUTES) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.MINUTES)\"))\n    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)\n\n    /** The value of this duration expressed as a [Double] number of seconds. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeSeconds property instead or convert toDouble(SECONDS) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.SECONDS)\"))\n    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)\n\n    /** The value of this duration expressed as a [Double] number of milliseconds. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeMilliseconds property instead or convert toDouble(MILLISECONDS) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.MILLISECONDS)\"))\n    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)\n\n    /** The value of this duration expressed as a [Double] number of microseconds. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeMicroseconds property instead or convert toDouble(MICROSECONDS) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.MICROSECONDS)\"))\n    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)\n\n    /** The value of this duration expressed as a [Double] number of nanoseconds. */\n    @ExperimentalTime\n    @Deprecated(\"Use inWholeNanoseconds property instead or convert toDouble(NANOSECONDS) if a double value is required.\", ReplaceWith(\"toDouble(DurationUnit.NANOSECONDS)\"))\n    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)\n\n\n    /**\n     * The value of this duration expressed as a [Long] number of days.\n     *\n     * An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n     */\n    public val inWholeDays: Long\n        get() = toLong(DurationUnit.DAYS)\n\n    /**\n     * The value of this duration expressed as a [Long] number of hours.\n     *\n     * An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n     */\n    public val inWholeHours: Long\n        get() = toLong(DurationUnit.HOURS)\n\n    /**\n     * The value of this duration expressed as a [Long] number of minutes.\n     *\n     * An infinite duration value is
```

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converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n     */\n    public val
inWholeMinutes: Long\n        get() = toLong(DurationUnit.MINUTES)\n\n    /**\n     * The value of this duration
expressed as a [Long] number of seconds.\n     *\n     * An infinite duration value is converted either to
[Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n     */\n    public val inWholeSeconds:
Long\n        get() = toLong(DurationUnit.SECONDS)\n\n    /**\n     * The value of this duration expressed as a
[Long] number of milliseconds.\n     *\n     * An infinite duration value is converted either to [Long.MAX_VALUE]
or [Long.MIN_VALUE] depending on its sign.\n     */\n    public val inWholeMilliseconds: Long\n        get() {\n
    return if (isInMillis() && isFinite()) value else toLong(DurationUnit.MILLISECONDS)\n        }\n\n    /**\n     *
The value of this duration expressed as a [Long] number of microseconds.\n     *\n     * If the result doesn't fit in the
range of [Long] type, it is coerced into that range:\n     * - [Long.MIN_VALUE] is returned if it's less than
`Long.MIN_VALUE`,\n     * - [Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n     *\n
 * An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on
its sign.\n     */\n    public val inWholeMicroseconds: Long\n        get() =
toLong(DurationUnit.MICROSECONDS)\n\n    /**\n     * The value of this duration expressed as a [Long] number
of nanoseconds.\n     *\n     * If the result doesn't fit in the range of [Long] type, it is coerced into that range:\n     * -
[Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n     * - [Long.MAX_VALUE] is returned if
it's greater than `Long.MAX_VALUE`.\n     *\n     * An infinite duration value is converted either to
[Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n     */\n    public val inWholeNanoseconds:
Long\n        get() {\n            val value = value\n            return when {\n                isInNanos() -> value\n
value > Long.MAX_VALUE / NANOS_IN_MILLIS -> Long.MAX_VALUE\n                value <
Long.MIN_VALUE / NANOS_IN_MILLIS -> Long.MIN_VALUE\n                else -> millisToNanos(value)\n
 }\n        }\n\n    // shortcuts\n\n    /**\n     * Returns the value of this duration expressed as a [Long] number of
nanoseconds.\n     *\n     * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the
conversion [Double.toLong] for details.\n     *\n     * The range of durations that can be expressed as a `Long`
number of nanoseconds is approximately \u00b1292 years.\n     */\n    @ExperimentalTime\n    @Deprecated(\"Use
inWholeNanoseconds property instead.\", ReplaceWith(\"this.inWholeNanoseconds\"))\n    public fun
toLongNanoseconds(): Long = inWholeNanoseconds\n\n    /**\n     * Returns the value of this duration expressed as
a [Long] number of milliseconds.\n     *\n     * The value is coerced to the range of [Long] type, if it doesn't fit in
that range, see the conversion [Double.toLong] for details.\n     *\n     * The range of durations that can be expressed
as a `Long` number of milliseconds is approximately \u00b1292 million years.\n     */\n    @ExperimentalTime\n
@Deprecated(\"Use inWholeMilliseconds property instead.\", ReplaceWith(\"this.inWholeMilliseconds\"))\n
public fun toLongMilliseconds(): Long = inWholeMilliseconds\n\n    /**\n     * Returns a string representation of
this duration value\n     * expressed as a combination of numeric components, each in its own unit.\n     *\n     * Each
component is a number followed by the unit abbreviated name: `d`, `h`, `m`, `s`:\n     * `5h`, `1d 12h`, `1h 0m
30.340s`.\n     * The last component, usually seconds, can be a number with a fractional part.\n     *\n     * If the
duration is less than a second, it is represented as a single number\n     * with one of sub-second units: `ms`
(milliseconds), `us` (microseconds), or `ns` (nanoseconds):\n     * `140.884ms`, `500us`, `24ns`.\n     *\n     * A
negative duration is prefixed with `-` sign and, if it consists of multiple components, surrounded with parentheses:\n
 * `-12m` and `-(1h 30m)`.\n     *\n     * Special cases:\n     *  - an infinite duration is formatted as `\"Infinity\"` or
`\"-Infinity\"` without a unit.\n     *\n     * It's recommended to use [toIsoString] that uses more strict ISO-8601
format instead of this `toString`\n     * when you want to convert a duration to a string in cases of serialization,
interchange, etc.\n     *\n     * @sample samples.time.Durations.toStringDefault\n     */\n    override fun toString():
String = when (rawValue) {\n        0L -> \"0s\"\n        INFINITE.rawValue -> \"Infinity\"\n
NEG_INFINITE.rawValue -> \"-Infinity\"\n        else -> {\n            val isNegative = isNegative()\n
buildString {\n                if (isNegative) append('-')\n                absoluteValue.toComponents { days, hours, minutes,
seconds, nanoseconds ->\n                    val hasDays = days != 0L\n                    val hasHours = hours != 0\n
  val hasMinutes = minutes != 0\n                    val hasSeconds = seconds != 0 || nanoseconds != 0\n                    var
components = 0\n                    if (hasDays) {\n                        append(days).append('d')\n
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components++\n                }\n                if (hasHours || (hasDays && (hasMinutes || hasSeconds))) {\n
    if (components++ > 0) append(' ')\n                append(hours).append('h')\n                }\n                if
(hasMinutes || (hasSeconds && (hasHours || hasDays))) {\n                if (components++ > 0) append(' ')\n
        append(minutes).append('m')\n                }\n                if (hasSeconds) {\n                if
(components++ > 0) append(' ')\n                when {\n                seconds != 0 || hasDays || hasHours ||
hasMinutes ->\n                appendFractional(seconds, nanoseconds, 9, \"s\", isoZeroes = false)\n
        nanoseconds >= 1_000_000 ->\n                appendFractional(nanoseconds / 1_000_000, nanoseconds
% 1_000_000, 6, \"ms\", isoZeroes = false)\n                nanoseconds >= 1_000 ->\n
appendFractional(nanoseconds / 1_000, nanoseconds % 1_000, 3, \"us\", isoZeroes = false)\n                else -
>\n                append(nanoseconds).append(\"ns\")\n                }\n                }\n                if
(isNegative && components > 1) insert(1, '(').append(')')\n                }\n                }\n        }\n    }\n\n    private fun
StringBuilder.appendFractional(whole: Int, fractional: Int, fractionalSize: Int, unit: String, isoZeroes: Boolean) {\n
  append(whole)\n        if (fractional != 0) {\n            append('.')\n            val fracString =
fractional.toString().padStart(fractionalSize, '0')\n            val nonZeroDigits = fracString.indexOfLast { it != '0' } +
1\n            when {\n                !isoZeroes && nonZeroDigits < 3 -> appendRange(fracString, 0, nonZeroDigits)\n
        else -> appendRange(fracString, 0, ((nonZeroDigits + 2) / 3) * 3)\n            }\n        }\n        append(unit)\n
}\n\n    /**\n     * Returns a string representation of this duration value expressed in the given [unit]\n     * and
formatted with the specified [decimals] number of digits after decimal point.\n     *\n     * Special cases:\n     *  - an
infinite duration is formatted as `\"Infinity\"` or `\"-Infinity\"` without a unit.\n     *\n     * @param decimals the
number of digits after decimal point to show. The value must be non-negative.\n     * No more than 12 decimals will
be shown, even if a larger number is requested.\n     *\n     * @return the value of duration in the specified [unit]
followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.\n     *\n     * @throws
IllegalArgumentException if [decimals] is less than zero.\n     *\n     * @sample
samples.time.Durations.toStringDecimals\n     */\n    public fun toString(unit: DurationUnit, decimals: Int = 0):
String {\n        require(decimals >= 0) { \"decimals must be not negative, but was $decimals\" }\n        val number =
toDouble(unit)\n        if (number.isInfinite()) return number.toString()\n        return formatToExactDecimals(number,
decimals.coerceAtMost(12)) + unit.shortName()\n    }\n\n\n    /**\n     * Returns an ISO-8601 based string
representation of this duration.\n     *\n     * The returned value is presented in the format `PThHmMs.fS`, where `h`,
`m`, `s` are the integer components of this duration (see [toComponents])\n     * and `f` is a fractional part of second.
Depending on the roundness of the value the fractional part can be formatted with either\n     * 0, 3, 6, or 9 decimal
digits.\n     *\n     * The infinite duration is represented as `\"PT9999999999999H\"` which is larger than any
possible finite duration in Kotlin.\n     *\n     * Negative durations are indicated with the sign `-` in the beginning of
the returned string, for example, `\"-PT5M30S\"`.\n     *\n     * @sample samples.time.Durations.toIsoString\n
*/\n    public fun toIsoString(): String = buildString {\n        if (isNegative()) append('-')\n        append(\"PT\")\n
this@Duration.absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->\n
@Suppress(\"NAME_SHADOWING\")\n            var hours = hours\n            if (isInfinite()) {\n                // use large
enough value instead of Long.MAX_VALUE\n                hours = 9_999_999_999_999\n            }\n            val
hasHours = hours != 0L\n            val hasSeconds = seconds != 0 || nanoseconds != 0\n            val hasMinutes =
minutes != 0 || (hasSeconds && hasHours)\n            if (hasHours) {\n                append(hours).append('H')\n
}\n            if (hasMinutes) {\n                append(minutes).append('M')\n            }\n            if (hasSeconds ||
(!hasHours && !hasMinutes)) {\n                appendFractional(seconds, nanoseconds, 9, \"S\", isoZeroes = true)\n
    }\n        }\n    }\n\n}\n\n// constructing from number of units\n// extension functions\n\n/** Returns a [Duration]
equal to this [Int] number of the specified [unit].
*/\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\npublic fun Int.toDuration(unit:
DurationUnit): Duration {\n    return if (unit <= DurationUnit.SECONDS) {\n
durationOfNanos(convertDurationUnitOverflow(this.toLong(), unit, DurationUnit.NANOSECONDS))\n    } else\n
    toLong().toDuration(unit)\n}\n\n/** Returns a [Duration] equal to this [Long] number of the specified [unit].
*/\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\npublic fun Long.toDuration(unit:
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DurationUnit): Duration {\n   val maxNsInUnit = convertDurationUnitOverflow(MAX_NANOS, DurationUnit.NANOSECONDS, unit)\n   if (this in -maxNsInUnit..maxNsInUnit) {\n   return durationOfNanos(convertDurationUnitOverflow(this, unit, DurationUnit.NANOSECONDS))\n   } else {\n   val millis = convertDurationUnit(this, unit, DurationUnit.MILLISECONDS)\n   return durationOfMillis(millis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n   }\n}\n\n/**\n * Returns a [Duration] equal to this [Double] number of the specified [unit].\n *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this `Double` value is `NaN`.\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\npublic fun Double.toDuration(unit: DurationUnit): Duration {\n   val valueInNs = convertDurationUnit(this, unit, DurationUnit.NANOSECONDS)\n   require(!valueInNs.isNaN()) { \"Duration value cannot be NaN.\" }\n   val nanos = valueInNs.roundToLong()\n   return if (nanos in -MAX_NANOS..MAX_NANOS) {\n   durationOfNanos(nanos)\n   } else {\n   val millis = convertDurationUnit(this, unit, DurationUnit.MILLISECONDS).roundToLong()\n   durationOfMillisNormalized(millis)\n   }\n}\n\n// constructing from number of units\n// deprecated extension properties\n\n/** Returns a [Duration] equal to this [Int] number of nanoseconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.nanoseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.nanoseconds\", \"kotlin.time.Duration.Companion.nanoseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n/** Returns a [Duration] equal to this [Long] number of nanoseconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.nanoseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.nanoseconds\", \"kotlin.time.Duration.Companion.nanoseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of nanoseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.nanoseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.nanoseconds\", \"kotlin.time.Duration.Companion.nanoseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n\n/** Returns a [Duration] equal to this [Int] number of microseconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.microseconds\", \"kotlin.time.Duration.Companion.microseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n/** Returns a [Duration] equal to this [Long] number of microseconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.microseconds\", \"kotlin.time.Duration.Companion.microseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of microseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.microseconds\", \"kotlin.time.Duration.Companion.microseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n/** Returns a [Duration] equal to this [Int] number of milliseconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n/** Returns a [Duration] equal to this [Long] number of milliseconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n/**\n * Returns a [Duration] equal to this

[Double] number of milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n/** Returns a [Duration] equal to this [Int] number of seconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/** Returns a [Duration] equal to this [Long] number of seconds. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of seconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.seconds get() = toDuration(DurationUnit.SECONDS)\n\n\n/** Returns a [Duration] equal to this [Int] number of minutes. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"this.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/** Returns a [Duration] equal to this [Long] number of minutes. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"this.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/**\n * Returns a [Duration] equal to this [Double] number of minutes.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"this.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.minutes get() = toDuration(DurationUnit.MINUTES)\n\n\n/** Returns a [Duration] equal to this [Int] number of hours. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"this.hours\", \"kotlin.time.Duration.Companion.hours\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.hours get() = toDuration(DurationUnit.HOURS)\n\n/** Returns a [Duration] equal to this [Long] number of hours. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"this.hours\", \"kotlin.time.Duration.Companion.hours\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.hours get() = toDuration(DurationUnit.HOURS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of hours.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"this.hours\", \"kotlin.time.Duration.Companion.hours\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.hours get() = toDuration(DurationUnit.HOURS)\n\n\n/** Returns a [Duration] equal to this [Int] number of days. */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.days' extension property from Duration.Companion instead.\", ReplaceWith(\"this.days\", \"kotlin.time.Duration.Companion.days\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Int.days get() = toDuration(DurationUnit.DAYS)\n\n/** Returns a [Duration] equal to this [Long] number of days.

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*/\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.days' extension property from Duration.Companion instead.\", ReplaceWith(\"this.days\", \"kotlin.time.Duration.Companion.days\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Long.days get() = toDuration(DurationUnit.DAYS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of days.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.days' extension property from Duration.Companion instead.\", ReplaceWith(\"this.days\", \"kotlin.time.Duration.Companion.days\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic val Double.days get() = toDuration(DurationUnit.DAYS)\n\n\n/** Returns a duration whose value is the specified [duration] value multiplied by this number.\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun Int.times(duration: Duration): Duration = duration * this\n\n/**\n * Returns a duration whose value is the specified [duration] value multiplied by this number.\n *\n * The operation may involve rounding when the result cannot be represented exactly with a [Double] number.\n *\n * @throws IllegalArgumentException if the operation results in a `NaN` value.\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun Double.times(duration: Duration): Duration = duration * this\n\n\n\nprivate fun parseDuration(value: String, strictIso: Boolean): Duration {\n    var length = value.length\n    if (length == 0) throw IllegalArgumentException(\"The string is empty\")\n    var index = 0\n    var result = Duration.ZERO\n    val infinityString = \"Infinity\"\n    when (value[index]) {\n        '+', '-' -> index++\n    }\n    val hasSign = index > 0\n    val isNegative = hasSign && value.startsWith('-')\n    when {\n        length <= index ->\n            throw IllegalArgumentException(\"No components\")\n        value[index] == 'P' -> {\n            if (++index == length) throw IllegalArgumentException()\n            val nonDigitSymbols = \"+-.\"\n            var isTimeComponent = false\n            var prevUnit: DurationUnit? = null\n            while (index < length) {\n                if (value[index] == 'T') {\n                    if (isTimeComponent || ++index == length) throw IllegalArgumentException()\n                    isTimeComponent = true\n                    continue\n                }\n                val component = value.substringWhile(index) { it in '0'..'9' || it in nonDigitSymbols }\n                if (component.isEmpty()) throw IllegalArgumentException()\n                index += component.length\n                val unitChar = value.getOrElse(index) { throw IllegalArgumentException(\"Missing unit for value $component\") }\n                index++\n                val unit = durationUnitByIsoChar(unitChar, isTimeComponent)\n                if (prevUnit != null && prevUnit <= unit) throw IllegalArgumentException(\"Unexpected order of duration components\")\n                prevUnit = unit\n                val dotIndex = component.indexOf('.')\n                if (unit == DurationUnit.SECONDS && dotIndex > 0) {\n                    val whole = component.substring(0, dotIndex)\n                    result += parseOverLongIsoComponent(whole).toDuration(unit)\n                    result += component.substring(dotIndex).toDouble().toDuration(unit)\n                } else {\n                    result += parseOverLongIsoComponent(component).toDuration(unit)\n                }\n            }\n        }\n        strictIso ->\n            throw IllegalArgumentException()\n        value.regionMatches(index, infinityString, 0, length = maxOf(length - index, infinityString.length), ignoreCase = true) -> {\n            result = Duration.INFINITE\n        }\n        else -> {\n            // parse default string format\n            var prevUnit: DurationUnit? = null\n            var afterFirst = false\n            var allowSpaces = !hasSign\n            if (hasSign && value[index] == '(' && value.last() == ')') {\n                allowSpaces = true\n                if (++index == --length) throw IllegalArgumentException(\"No components\")\n            }\n            while (index < length) {\n                if (afterFirst && allowSpaces) {\n                    index = value.skipWhile(index) { it == ' ' }\n                }\n                afterFirst = true\n                val component = value.substringWhile(index) { it in '0'..'9' || it == '.' }\n                if (component.isEmpty()) throw IllegalArgumentException()\n                index += component.length\n                val unitName = value.substringWhile(index) { it in 'a'..'z' }\n                index += unitName.length\n                val unit = durationUnitByShortName(unitName)\n                if (prevUnit != null && prevUnit <= unit) throw IllegalArgumentException(\"Unexpected order of duration components\")\n                prevUnit = unit\n                val
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dotIndex = component.indexOf('.')\n if (dotIndex > 0) {\n val whole = component.substring(0, dotIndex)\n result += whole.toLong().toDuration(unit)\n result += component.substring(dotIndex).toDouble().toDuration(unit)\n if (index < length) throw IllegalArgumentException(\"Fractional component must be last\")\n } else {\n result += component.toLong().toDuration(unit)\n }\n }\n }\n }\n return if (isNegative) -result else result\n}\n\n\nprivate fun parseOverLongIsoComponent(value: String): Long {\n val length = value.length\n var startIndex = 0\n if (length > 0 && value[0] in \"+-\") startIndex++\n if ((length - startIndex) > 16 && (startIndex..value.lastIndex).all { value[it] in '0'..'9' }) {\n // all chars are digits, but more than ceiling(log10(MAX_MILLIS / 1000)) of them\n return if (value[0] == '-') Long.MIN_VALUE else Long.MAX_VALUE\n }\n // TODO: replace with just toLong after min JDK becomes 8\n return if (value.startsWith(\"+\")) value.drop(1).toLong() else value.toLong()\n}\n\n\n\nprivate inline fun String.substringWhile(startIndex: Int, predicate: (Char) -> Boolean): String =\n substring(startIndex, skipWhile(startIndex, predicate))\n\nprivate inline fun String.skipWhile(startIndex: Int, predicate: (Char) -> Boolean): Int {\n var i = startIndex\n while (i < length && predicate(this[i])) i++\n return i\n}\n\n\n\n\n\n// The ranges are chosen so that they are:\n// - symmetric relative to zero: this greatly simplifies operations with sign, e.g. unaryMinus and minus.\n// - non-overlapping, but adjacent: the first value that doesn't fit in nanos range, can be exactly represented in millis.\n\ninternal const val NANOS_IN_MILLIS = 1_000_000\n// maximum number duration can store in nanosecond range\ninternal const val MAX_NANOS = Long.MAX_VALUE / 2 / NANOS_IN_MILLIS * NANOS_IN_MILLIS - 1 // ends in ..._999_999\n// maximum number duration can store in millisecond range, also encodes an infinite value\ninternal const val MAX_MILLIS = Long.MAX_VALUE / 2\n// MAX_NANOS expressed in milliseconds\nprivate const val MAX_NANOS_IN_MILLIS = MAX_NANOS / NANOS_IN_MILLIS\n\nprivate fun nanosToMillis(nanos: Long): Long = nanos / NANOS_IN_MILLIS\nprivate fun millisToNanos(millis: Long): Long = millis * NANOS_IN_MILLIS\n\nprivate fun durationOfNanos(normalNanos: Long) = Duration(normalNanos shl 1)\nprivate fun durationOfMillis(normalMillis: Long) = Duration((normalMillis shl 1) + 1)\nprivate fun durationOf(normalValue: Long, unitDiscriminator: Int) = Duration((normalValue shl 1) + unitDiscriminator)\nprivate fun durationOfNanosNormalized(nanos: Long) =\n if (nanos in -MAX_NANOS..MAX_NANOS) {\n durationOfNanos(nanos)\n } else {\n durationOfMillis(nanosToMillis(nanos))\n }\n\nprivate fun durationOfMillisNormalized(millis: Long) =\n if (millis in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n durationOfNanos(millisToNanos(millis))\n } else {\n durationOfMillis(millis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n }\n\ninternal expect val durationAssertionsEnabled: Boolean\n\ninternal expect fun formatToExactDecimals(value: Double, decimals: Int): String\ninternal expect fun formatUpToDecimals(value: Double, decimals: Int): String","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmName(\"UnsignedKt\")\npackage kotlin\n\n@PublishedApi\ninternal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)\n@PublishedApi\ninternal fun ulongCompare(v1: Long, v2: Long): Int = (v1 xor Long.MIN_VALUE).compareTo(v2 xor Long.MIN_VALUE)\n\n@PublishedApi\ninternal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()\n@PublishedApi\ninternal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()\n\n// Division and remainder are based on Guava's UnsignedLongs implementation\n// Copyright 2011 The Guava Authors\n\n@PublishedApi\ninternal fun ulongDivide(v1: ULong, v2: ULong): ULong {\n val dividend = v1.toLong()\n val divisor = v2.toLong()\n if (divisor < 0) { // i.e., divisor >= 2^63:\n return if (v1 < v2) ULong(0) else ULong(1)\n }\n\n // Optimization - use signed division if both dividend and divisor < 2^63\n if (dividend >= 0) {\n return ULong(dividend / divisor)\n }\n\n // Otherwise, approximate the quotient, check, and correct if necessary.\n val quotient = ((dividend ushr 1) / divisor) shl 1\n val rem = dividend - quotient * divisor\n return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)\n\n}\n\n@PublishedApi\ninternal fun ulongRemainder(v1: ULong, v2: ULong): ULong {\n val dividend = v1.toLong()\n val divisor =

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v2.toLong()\n    if (divisor < 0) { // i.e., divisor >= 2^63:\n        return if (v1 < v2) {\n            v1 // dividend < divisor\n        } else {\n            v1 - v2 // dividend >= divisor\n        }\n    }\n\n    // Optimization - use signed modulus if both dividend and divisor < 2^63\n    if (dividend >= 0) {\n        return ULong(dividend % divisor)\n    }\n\n    // Otherwise, approximate the quotient, check, and correct if necessary.\n    val quotient = ((dividend ushr 1) / divisor) shl 1\n    val rem = dividend - quotient * divisor\n    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0)\n}\n\n@PublishedApi\ninternal fun doubleToUInt(v: Double): UInt = when {\n    v.isNaN() -> 0u\n    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE\n    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE\n    v <= Int.MAX_VALUE -> v.toInt().toUInt()\n    else -> (v - Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt()      // Int.MAX_VALUE < v < UInt.MAX_VALUE\n}\n\n@PublishedApi\ninternal fun doubleToULong(v: Double): ULong = when {\n    v.isNaN() -> 0u\n    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE\n    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE\n    v < Long.MAX_VALUE -> v.toLong().toULong()\n\n    // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.\n    else -> (v - 9223372036854775808.0).toLong().toULong() + 9223372036854775808uL      // Long.MAX_VALUE + 1 < v < ULong.MAX_VALUE\n}\n\n\n@PublishedApi\ninternal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2\n\n@PublishedApi\ninternal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)\n\n\ninternal fun ulongToString(v: Long): String = ulongToString(v, 10)\n\ninternal fun ulongToString(v: Long, base: Int): String {\n  if (v >= 0) return v.toString(base)\n\n    var quotient = ((v ushr 1) / base) shl 1\n    var rem = v - quotient * base\n    if (rem >= base) {\n        rem -= base\n        quotient += 1\n    }\n    return quotient.toString(base) + rem.toString(base)\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n/**\n * Given an [iterator] function constructs an [Iterable] instance that returns values through the [Iterator]\n * provided by that function.\n * @sample samples.collections.Iterables.Building.iterable\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {\n    override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * A wrapper over another [Iterable] (or any other object that can produce an [Iterator]) that returns\n * an indexing iterator.\n */\ninternal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {\n    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())\n}\n\n\n/**\n * Returns the size of this iterable if it is known, or `null` otherwise.\n */\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrNull(): Int? = if (this is Collection<*>) this.size else null\n\n/**\n * Returns the size of this iterable if it is known, or the specified [default] value otherwise.\n */\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrDefault(default: Int): Int = if (this is Collection<*>) this.size else default\n\n\n/**\n * Returns a single list of all elements from all collections in the given collection.\n * @sample samples.collections.Iterables.Operations.flattenIterable\n */\npublic fun <T> Iterable<Iterable<T>>.flatten(): List<T> {\n    val result = ArrayList<T>()\n    for (element in this) {\n        result.addAll(element)\n    }\n    return result\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this collection,\n * *second* list is built from the second values of each pair from this collection.\n * @sample samples.collections.Iterables.Operations.unzipIterable\n */\npublic fun <T, R> Iterable<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n    val expectedSize = collectionSizeOrDefault(10)\n    val listT = ArrayList<T>(expectedSize)\n    val listR = ArrayList<R>(expectedSize)\n    for (pair in this) {\n        listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return listT to listR\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequencesKt\")\n\npackage
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kotlin.sequences\n\nimport kotlin.random.Random\n\n/**\n * Given an [iterator] function constructs a [Sequence] that returns values through the [Iterator]\n * provided by that function.\n * The values are evaluated lazily, and the sequence is potentially infinite.\n *\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>): Sequence<T> = object : Sequence<T> {\n   override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * Creates a sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n *\n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n */\npublic fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()\n\n/**\n * Creates a sequence that returns the specified values.\n *\n * @sample samples.collections.Sequences.Building.sequenceOfValues\n */\npublic fun <T> sequenceOf(vararg elements: T): Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()\n\n/**\n * Returns an empty sequence.\n */\npublic fun <T> emptySequence(): Sequence<T> = EmptySequence\n\nprivate object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {\n   override fun iterator(): Iterator<Nothing> = EmptyIterator\n   override fun drop(n: Int) = EmptySequence\n   override fun take(n: Int) = EmptySequence\n}\n\n/**\n * Returns this sequence if it's not `null` and the empty sequence otherwise.\n * @sample samples.collections.Sequences.Usage.sequenceOrEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>?.orEmpty(): Sequence<T> = this ?: emptySequence()\n\n/**\n * Returns a sequence that iterates through the elements either of this sequence\n * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.\n *\n * @sample samples.collections.Sequences.Usage.sequenceIfEmpty\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {\n   val iterator = this@ifEmpty.iterator()\n   if (iterator.hasNext()) {\n   yieldAll(iterator)\n   } else {\n   yieldAll(defaultValue())\n   }\n}\n\n/**\n * Returns a sequence of all elements from all sequences in this sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Sequences.Transformations.flattenSequenceOfSequences\n */\npublic fun <T> Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\n/**\n * Returns a sequence of all elements from all iterables in this sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Sequences.Transformations.flattenSequenceOfLists\n */\n@kotlin.jvm.JvmName(\"flattenSequenceOfIterable\")\npublic fun <T> Sequence<Iterable<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\nprivate fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>): Sequence<R> {\n   if (this is TransformingSequence<*, *>) {\n   return (this as TransformingSequence<*, T>).flatten(iterator)\n   }\n   return FlatteningSequence(this, { it }, iterator)\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this sequence,\n * *second* list is built from the second values of each pair from this sequence.\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Sequences.Transformations.unzip\n */\npublic fun <T, R> Sequence<Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n   val listT = ArrayList<T>()\n   val listR = ArrayList<R>()\n   for (pair in this) {\n   listT.add(pair.first)\n   listR.add(pair.second)\n   }\n   return listT to listR\n}\n\n/**\n * Returns a sequence that yields elements of this sequence randomly shuffled.\n *\n * Note that every iteration of the sequence returns elements in a different order.\n *\n * The operation is _intermediate_ and _stateful_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Sequence<T>.shuffled(): Sequence<T> = shuffled(Random)\n\n/**\n * Returns a sequence that yields elements of this sequence randomly shuffled\n * using the specified [random] instance as the source of randomness.\n *\n * Note that every iteration of the sequence returns elements in a different order.\n *\n * The operation is _intermediate_ and _stateful_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Sequence<T>.shuffled(random: Random): Sequence<T> = sequence<T> {\n   val buffer = toMutableList()\n   while (buffer.isNotEmpty()) {\n   val j = random.nextInt(buffer.size)\n   val last = buffer.removeLast()\n   val value = if (j < buffer.size) buffer.set(j, last) else last\n   yield(value)\n   }\n}\n\n\n/**\n * A sequence that returns the values from the underlying [sequence] that either match or do not match\n * the specified [predicate].\n *\n * @param sendWhen If `true`, values for which the predicate returns `true` are returned. Otherwise,\n * values

for which the predicate returns `false` are returned\n */\ninternal class FilteringSequence<T>(\n private val sequence: Sequence<T>,\n private val sendWhen: Boolean = true,\n private val predicate: (T) -> Boolean\n) : Sequence<T> {\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val iterator = sequence.iterator()\n var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n var nextItem: T? = null\n\n private fun calcNext() {\n while (iterator.hasNext()) {\n val item = iterator.next()\n if (predicate(item) == sendWhen) {\n nextItem = item\n nextState = 1\n return\n }\n }\n nextState = 0\n }\n\n override fun next(): T {\n if (nextState == -1)\n calcNext()\n if (nextState == 0)\n throw NoSuchElementException()\n val result = nextItem\n nextItem = null\n nextState = -1\n @Suppress(\"UNCHECKED_CAST\")\n return result as T\n }\n\n override fun hasNext(): Boolean {\n if (nextState == -1)\n calcNext()\n return nextState == 1\n }\n }\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer] function to the values\n * in the underlying [sequence].\n */\n\ninternal class TransformingSequence<T, R>\nconstructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {\n override fun iterator(): Iterator<R> = object : Iterator<R> {\n val iterator = sequence.iterator()\n override fun next(): R {\n return transformer(iterator.next())\n }\n\n override fun hasNext(): Boolean {\n return iterator.hasNext()\n }\n }\n\n internal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {\n return FlatteningSequence<T, R, E>(sequence, transformer, iterator)\n }\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer] function to the values\n * in the underlying [sequence], where the transformer function takes the index of the value in the underlying\n * sequence along with the value itself.\n */\ninternal class TransformingIndexedSequence<T, R>\nconstructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {\n override fun iterator(): Iterator<R> = object : Iterator<R> {\n val iterator = sequence.iterator()\n var index = 0\n override fun next(): R {\n return transformer(checkIndexOverflow(index++), iterator.next())\n }\n\n override fun hasNext(): Boolean {\n return iterator.hasNext()\n }\n }\n}\n\n/**\n * A sequence which combines values from the underlying [sequence] with their indices and returns them as\n * [IndexedValue] objects.\n */\ninternal class IndexingSequence<T>\nconstructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {\n override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {\n val iterator = sequence.iterator()\n var index = 0\n override fun next(): IndexedValue<T> {\n return IndexedValue(checkIndexOverflow(index++), iterator.next())\n }\n\n override fun hasNext(): Boolean {\n return iterator.hasNext()\n }\n }\n}\n\n/**\n * A sequence which takes the values from two parallel underlying sequences, passes them to the given\n * [transform] function and returns the values returned by that function. The sequence stops returning\n * values as soon as one of the underlying sequences stops returning values.\n */\ninternal class MergingSequence<T1, T2, V>\nconstructor(\n private val sequence1: Sequence<T1>,\n private val sequence2: Sequence<T2>,\n private val transform: (T1, T2) -> V\n) : Sequence<V> {\n override fun iterator(): Iterator<V> = object : Iterator<V> {\n val iterator1 = sequence1.iterator()\n val iterator2 = sequence2.iterator()\n override fun next(): V {\n return transform(iterator1.next(), iterator2.next())\n }\n\n override fun hasNext(): Boolean {\n return iterator1.hasNext() && iterator2.hasNext()\n }\n }\n}\n\ninternal class FlatteningSequence<T, R, E>\nconstructor(\n private val sequence: Sequence<T>,\n private val transformer: (T) -> R,\n private val iterator: (R) -> Iterator<E>\n) : Sequence<E> {\n override fun iterator(): Iterator<E> = object : Iterator<E> {\n val iterator = sequence.iterator()\n var itemIterator: Iterator<E>? = null\n\n override fun next(): E {\n if (!ensureItemIterator())\n throw NoSuchElementException()\n return itemIterator!!.next()\n }\n\n override fun hasNext(): Boolean {\n return ensureItemIterator()\n }\n\n private fun ensureItemIterator(): Boolean {\n if (itemIterator?.hasNext() == false)\n itemIterator = null\n\n while (itemIterator == null) {\n if (!iterator.hasNext()) {\n return false\n } else {\n val element = iterator.next()\n val nextItemIterator = iterator(transformer(element))\n if (nextItemIterator.hasNext()) {\n itemIterator = nextItemIterator\n return true\n }\n }\n }\n return true\n }\n }\n}\n\ninternal fun <T, C, R> flatMapIndexed(source:

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Sequence<T>, transform: (Int, T) -> C, iterator: (C) -> Iterator<R>): Sequence<R> =\n    sequence {\n        var index = 0\n        for (element in source) {\n            val result = transform(checkIndexOverflow(index++), element)\n            yieldAll(iterator(result))\n        }\n    }\n\n/**\n * A sequence that supports drop(n) and take(n) operations\n */\ninternal interface DropTakeSequence<T> : Sequence<T> {\n    fun drop(n: Int): Sequence<T>\n    fun take(n: Int): Sequence<T>\n}\n\n/**\n * A sequence that skips [startIndex] values from the underlying [sequence]\n * and stops returning values right before [endIndex], i.e. stops at `endIndex - 1`\n */\ninternal class SubSequence<T>(\n    private val sequence: Sequence<T>,\n    private val startIndex: Int,\n    private val endIndex: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n    init {\n        require(startIndex >= 0) { \"startIndex should be non-negative, but is $startIndex\" }\n        require(endIndex >= 0) { \"endIndex should be non-negative, but is $endIndex\" }\n        require(endIndex >= startIndex) { \"endIndex should be not less than startIndex, but was $endIndex < $startIndex\" }\n    }\n\n    private val count: Int get() = endIndex - startIndex\n\n    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n    override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n\n    override fun iterator() = object : Iterator<T> {\n\n        val iterator = sequence.iterator()\n        var position = 0\n\n        // Shouldn't be called from constructor to avoid premature iteration\n        private fun drop() {\n            while (position < startIndex && iterator.hasNext()) {\n                iterator.next()\n                position++\n            }\n        }\n\n        override fun hasNext(): Boolean {\n            drop()\n            return (position < endIndex) && iterator.hasNext()\n        }\n\n        override fun next(): T {\n            drop()\n            if (position >= endIndex)\n                throw NoSuchElementException()\n            position++\n            return iterator.next()\n        }\n    }\n}\n\n/**\n * A sequence that returns at most [count] values from the underlying [sequence], and stops returning values\n * as soon as that count is reached.\n */\ninternal class TakeSequence<T>(\n    private val sequence: Sequence<T>,\n    private val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n\n    init {\n        require(count >= 0) { \"count must be non-negative, but was $count.\" }\n    }\n\n    override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, n, count)\n    override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeSequence(sequence, n)\n\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        var left = count\n        val iterator = sequence.iterator()\n\n        override fun next(): T {\n            if (left == 0)\n                throw NoSuchElementException()\n            left--\n            return iterator.next()\n        }\n\n        override fun hasNext(): Boolean {\n            return left > 0 && iterator.hasNext()\n        }\n    }\n}\n\n/**\n * A sequence that returns values from the underlying [sequence] while the [predicate] function returns\n * `true`, and stops returning values once the function returns `false` for the next element.\n */\ninternal class TakeWhileSequence<T>\nconstructor(\n    private val sequence: Sequence<T>,\n    private val predicate: (T) -> Boolean\n) : Sequence<T> {\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        val iterator = sequence.iterator()\n        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n        var nextItem: T? = null\n\n        private fun calcNext() {\n            if (iterator.hasNext()) {\n                val item = iterator.next()\n                if (predicate(item)) {\n                    nextState = 1\n                    nextItem = item\n                    return\n                }\n            }\n            nextState = 0\n        }\n\n        override fun next(): T {\n            if (nextState == -1)\n                calcNext() // will change nextState\n            if (nextState == 0)\n                throw NoSuchElementException()\n            @Suppress(\"UNCHECKED_CAST\")\n            val result = nextItem as T\n\n            // Clean next to avoid keeping reference on yielded instance\n            nextItem = null\n            nextState = -1\n            return result\n        }\n\n        override fun hasNext(): Boolean {\n            if (nextState == -1)\n                calcNext() // will change nextState\n            return nextState == 1\n        }\n    }\n}\n\n/**\n * A sequence that skips the specified number of values from the underlying [sequence] and returns\n * all values after that.\n */\ninternal class DropSequence<T>(\n    private val sequence: Sequence<T>,\n    private val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n    init {\n        require(count >= 0) { \"count must be non-negative, but was $count.\" }\n    }\n\n    override fun drop(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropSequence(sequence, n1) }\n    override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else SubSequence(sequence, count, n1) }\n\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        val iterator = sequence.iterator()\n        var left = count\n\n        // Shouldn't be called from constructor to avoid
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premature iteration\n        private fun drop() {\n            while (left > 0 && iterator.hasNext()) {\n
iterator.next()\n                left--\n            }\n        }\n\n        override fun next(): T {\n            drop()\n            return
iterator.next()\n        }\n\n        override fun hasNext(): Boolean {\n            drop()\n            return iterator.hasNext()\n
    }\n    }\n}\n\n/**\n * A sequence that skips the values from the underlying [sequence] while the given
[predicate] returns `true` and returns\n * all values after that.\n */\ninternal class
DropWhileSequence<T>\nconstructor(\n    private val sequence: Sequence<T>,\n    private val predicate: (T) ->
Boolean\n) : Sequence<T> {\n\n    override fun iterator(): Iterator<T> = object : Iterator<T> {\n        val iterator =
sequence.iterator()\n        var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration\n
var nextItem: T? = null\n\n        private fun drop() {\n            while (iterator.hasNext()) {\n                val item =
iterator.next()\n                if (!predicate(item)) {\n                    nextItem = item\n                    dropState = 1\n
    return\n                }\n            }\n            dropState = 0\n        }\n\n        override fun next(): T {\n            if
(dropState == -1)\n                drop()\n\n            if (dropState == 1) {\n
@Suppress(\"UNCHECKED_CAST\")\n                val result = nextItem as T\n                nextItem = null\n
dropState = 0\n                return result\n            }\n            return iterator.next()\n        }\n\n        override fun
hasNext(): Boolean {\n            if (dropState == -1)\n                drop()\n            return dropState == 1 ||
iterator.hasNext()\n        }\n    }\n}\n\ninternal class DistinctSequence<T, K>(private val source: Sequence<T>,
private val keySelector: (T) -> K) : Sequence<T> {\n    override fun iterator(): Iterator<T> =
DistinctIterator(source.iterator(), keySelector)\n}\n\nprivate class DistinctIterator<T, K>(private val source:
Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {\n    private val observed =
HashSet<K>()\n\n    override fun computeNext() {\n        while (source.hasNext()) {\n            val next =
source.next()\n            val key = keySelector(next)\n\n            if (observed.add(key)) {\n                setNext(next)\n
        return\n            }\n        }\n\n        done()\n    }\n}\n\n\nprivate class GeneratorSequence<T : Any>(private val
getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {\n    override fun iterator():
Iterator<T> = object : Iterator<T> {\n        var nextItem: T? = null\n        var nextState: Int = -2 // -2 for initial
unknown, -1 for next unknown, 0 for done, 1 for continue\n\n        private fun calcNext() {\n            nextItem = if
(nextState == -2) getInitialValue() else getNextValue(nextItem!!)\n            nextState = if (nextItem == null) 0 else
1\n        }\n\n        override fun next(): T {\n            if (nextState < 0)\n                calcNext()\n\n            if (nextState
== 0)\n                throw NoSuchElementException()\n            val result = nextItem as T\n            // Do not clean
nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue\n            nextState
= -1\n            return result\n        }\n\n        override fun hasNext(): Boolean {\n            if (nextState < 0)\n
calcNext()\n            return nextState == 1\n        }\n    }\n}\n\n/**\n * Returns a wrapper sequence that provides
values of this sequence, but ensures it can be iterated only one time.\n *\n * The operation is _intermediate_ and
_stateless_.\n *\n * [IllegalStateException] is thrown on iterating the returned sequence for the second time and the
following times.\n *\n */\npublic fun <T> Sequence<T>.constrainOnce(): Sequence<T> {\n    // as? does not work
in js\n    //return this as? ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)\n    return if (this is
ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)\n}\n\n\n/**\n * Returns a sequence which
invokes the function to calculate the next value on each iteration until the function returns `null`.\n *\n * The
returned sequence is constrained to be iterated only once.\n *\n * @see constrainOnce\n * @see
kotlin.sequences.sequence\n *\n * @sample samples.collections.Sequences.Building.generateSequence\n */\npublic
fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {\n    return
GeneratorSequence(nextFunction, { nextFunction() }).constrainOnce()\n}\n\n/**\n * Returns a sequence defined by
the starting value [seed] and the function [nextFunction],\n * which is invoked to calculate the next value based on
the previous one on each iteration.\n *\n * The sequence produces values until it encounters first `null` value.\n * If
[seed] is `null`, an empty sequence is produced.\n *\n * The sequence can be iterated multiple times, each time
starting with [seed].\n *\n * @see kotlin.sequences.sequence\n *\n * @sample
samples.collections.Sequences.Building.generateSequenceWithSeed\n
*/\n@kotlin.internal.LowPriorityInOverloadResolution\npublic fun <T : Any> generateSequence(seed: T?,
nextFunction: (T) -> T?): Sequence<T> =\n    if (seed == null)\n        EmptySequence\n    else\n
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GeneratorSequence({ seed }, nextFunction)\n\n/**\n * Returns a sequence defined by the function [seedFunction], which is invoked to produce the starting value,\n * and the [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.\n *\n * The sequence produces values until it encounters first `null` value.\n * If [seedFunction] returns `null`, an empty sequence is produced.\n *\n * The sequence can be iterated multiple times.\n *\n * @see kotlin.sequences.sequence\n *\n * @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed\n */\npublic fun <T : Any> generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =\n GeneratorSequence(seedFunction, nextFunction)\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"PreconditionsKt\")\n\npackage kotlin\n\nimport kotlin.contracts.contract\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is false.\n *\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun require(value: Boolean): Unit {\n contract {\n returns() implies value\n }\n require(value) { \"Failed requirement.\" }\n}\n\n/**\n * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is false.\n *\n * @sample samples.misc.Preconditions.failRequireWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {\n contract {\n returns() implies value\n }\n if (!value) {\n val message = lazyMessage()\n throw IllegalArgumentException(message.toString())\n }\n}\n\n/**\n * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Any> requireNotNull(value: T?): T {\n contract {\n returns() implies (value != null)\n }\n return requireNotNull(value) { \"Required value was null.\" }\n}\n\n/**\n * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample samples.misc.Preconditions.failRequireNotNullWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Any> requireNotNull(value: T?, lazyMessage: () -> Any): T {\n contract {\n returns() implies (value != null)\n }\n\n if (value == null) {\n val message = lazyMessage()\n throw IllegalArgumentException(message.toString())\n } else {\n return value\n }\n}\n\n/**\n * Throws an [IllegalStateException] if the [value] is false.\n *\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun check(value: Boolean): Unit {\n contract {\n returns() implies value\n }\n check(value) { \"Check failed.\" }\n}\n\n/**\n * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.\n *\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {\n contract {\n returns() implies value\n }\n if (!value) {\n val message = lazyMessage()\n throw IllegalStateException(message.toString())\n }\n}\n\n/**\n * Throws an [IllegalStateException] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Any> checkNotNull(value: T?): T {\n contract {\n returns() implies (value != null)\n }\n return checkNotNull(value) { \"Required value was null.\" }\n}\n\n/**\n * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise\n * returns the not null value.\n *\n * @sample samples.misc.Preconditions.failCheckWithLazyMessage\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Any> checkNotNull(value: T?, lazyMessage: () -> Any): T {\n contract {\n returns() implies (value != null)\n }\n\n if (value == null) {\n val message = lazyMessage()\n throw IllegalStateException(message.toString())\n } else {\n return value\n }\n}\n\n/**\n * Throws an [IllegalStateException] with the given [message].\n *\n * @sample samples.misc.Preconditions.failWithError\n */\n@kotlin.internal.InlineOnly\npublic inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED

by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\nimport primitiveArrayConcat\nimport withType\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun <T> Array<out T>.elementAt(index: Int): T {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun ByteArray.elementAt(index: Int): Byte {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun ShortArray.elementAt(index: Int): Short {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun IntArray.elementAt(index: Int): Int {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun LongArray.elementAt(index: Int): Long {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun FloatArray.elementAt(index: Int): Float {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun DoubleArray.elementAt(index: Int): Double {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun BooleanArray.elementAt(index: Int): Boolean {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun CharArray.elementAt(index: Int): Char {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size}\") }\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic actual fun <T> Array<out T>.asList(): List<T> {\n   return ArrayList<T>(this.unsafeCast<Array<Any?>>())\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun ByteArray.asList(): List<Byte> {\n return this.unsafeCast<Array<Byte>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun ShortArray.asList(): List<Short> {\n   return this.unsafeCast<Array<Short>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun IntArray.asList(): List<Int> {\n   return this.unsafeCast<Array<Int>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun LongArray.asList(): List<Long> {\n   return this.unsafeCast<Array<Long>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun FloatArray.asList(): List<Float> {\n   return this.unsafeCast<Array<Float>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun DoubleArray.asList(): List<Double> {\n   return this.unsafeCast<Array<Double>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n

*/\n@kotlin.internal.InlineOnly\npublic actual inline fun BooleanArray.asList(): List<Boolean> {\n   return this.unsafeCast<Array<Boolean>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\npublic actual fun CharArray.asList(): List<Char> {\n   return object : AbstractList<Char>(), RandomAccess {\n   override val size: Int get() = this@asList.size\n   override fun isEmpty(): Boolean = this@asList.isEmpty()\n   override fun contains(element: Char): Boolean = this@asList.contains(element)\n   override fun get(index: Int): Char {\n   AbstractList.checkElementIndex(index, size)\n   return this@asList[index]\n   }\n   override fun indexOf(element: Char): Int {\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is Char) return -1\n   return this@asList.indexOf(element)\n   }\n   override fun lastIndexOf(element: Char): Int {\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is Char) return -1\n   return this@asList.lastIndexOf(element)\n   }\n   }\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {\n   return this.contentDeepEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The specified arrays are also considered deeply equal if both are `null`.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayDeepEquals\")\npublic actual infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual fun <T> Array<out T>.contentDeepHashCode(): Int {\n   return this.contentDeepHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level the behavior is undefined.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayDeepHashCode\")\npublic actual fun <T> Array<out T>?.contentDeepHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `\"[...]\"` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic actual fun <T> Array<out T>.contentDeepToString(): String {\n   return this.contentDeepToString()\n}\n\n/**\n * Returns a string representation of the contents of this array as if it is a [List].\n * Nested arrays are treated as lists too.\n * \n * If any of arrays contains itself on any nesting level that reference\n * is rendered as `\"[...]\"` to prevent recursion.\n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayDeepToString\")\npublic actual fun <T> Array<out T>?.contentDeepToString(): String {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun <T> Array<out T>.contentEquals(other: Array<out T>): Boolean {\n   return

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this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun IntArray.contentEquals(other: IntArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun LongArray.contentEquals(other: LongArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual infix fun CharArray.contentEquals(other: CharArray): Boolean {\n    return this.contentEquals(other)\n}\n\n/**\n * Returns
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`true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The elements are compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayEquals\")\npublic actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun <T> Array<out T>.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based

on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun ByteArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun ShortArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun IntArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun LongArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun FloatArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun DoubleArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun BooleanArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun CharArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun <T> Array<out T>?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun ByteArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun ShortArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun IntArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun LongArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun FloatArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun DoubleArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun BooleanArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayHashCode\")\npublic actual fun CharArray?.contentHashCode(): Int {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun <T> Array<out T>.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to

avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun ByteArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun ShortArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun IntArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun LongArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun FloatArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun DoubleArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun BooleanArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.1\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\npublic actual fun CharArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun <T> Array<out T>?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun ByteArray?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun ShortArray?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun IntArray?.contentToString(): String {\n definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun LongArray?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun FloatArray?.contentToString(): String

{\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun DoubleArray?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun BooleanArray?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@library(\"arrayToString\")\npublic actual fun CharArray?.contentToString(): String {\n   definedExternally\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {\n   arrayCopy(this, destination, destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {\n   arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {\n   arrayCopy(this.unsafeCast<Array<Short>>(),

destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {\n   arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {\n   arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {\n   arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the

[destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {\n arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {\n arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {\n arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun ByteArray.copyOf(): ByteArray {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun ShortArray.copyOf(): ShortArray {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun IntArray.copyOf(): IntArray {\n return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic actual fun LongArray.copyOf(): LongArray {\n return withType(\"LongArray\", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic

actual inline fun FloatArray.copyOf(): FloatArray {\n   return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun DoubleArray.copyOf(): DoubleArray {\n   return this.asDynamic().slice()\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic actual fun BooleanArray.copyOf(): BooleanArray {\n   return withType(\"BooleanArray\", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic actual fun CharArray.copyOf(): CharArray {\n   return withType(\"CharArray\", this.asDynamic().slice())\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun ByteArray.copyOf(newSize: Int): ByteArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return fillFrom(this, ByteArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun ShortArray.copyOf(newSize: Int): ShortArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return fillFrom(this, ShortArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun IntArray.copyOf(newSize: Int): IntArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return fillFrom(this, IntArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun LongArray.copyOf(newSize: Int): LongArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return withType(\"LongArray\", arrayCopyResize(this, newSize, 0L))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun FloatArray.copyOf(newSize: Int): FloatArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return fillFrom(this, FloatArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return fillFrom(this, DoubleArray(newSize))\n}\n\n/**\n * Returns new array which is

a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `false` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return withType(\"BooleanArray\", arrayCopyResize(this, newSize, false))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char (`\\u0000`) values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\\u0000`) values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n */\npublic actual fun CharArray.copyOf(newSize: Int): CharArray {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return withType(\"CharArray\", fillFrom(this, CharArray(newSize)))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `null` values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {\n   require(newSize >= 0) { \"Invalid new array size: $newSize.\" }\n   return arrayCopyResize(this, newSize, null)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual fun <T> Array<out T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to

copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType(\"LongArray\", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType(\"BooleanArray\", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType(\"CharArray\", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater

than [toIndex].\n
*/\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*/\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater

than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n this.asDynamic().fill(element, fromIndex, toIndex);\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline operator fun <T> Array<out T>.plus(element: T): Array<T> {\n return this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ByteArray.plus(element: Byte): ByteArray {\n return plus(byteArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ShortArray.plus(element: Short): ShortArray {\n return plus(shortArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun IntArray.plus(element: Int): IntArray {\n return plus(intArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun LongArray.plus(element: Long): LongArray {\n return plus(longArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun FloatArray.plus(element: Float): FloatArray {\n return plus(floatArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {\n return plus(doubleArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {\n return plus(booleanArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun CharArray.plus(element: Char): CharArray {\n return plus(charArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\")\npublic actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {\n return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing

all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {\n   return arrayPlusCollection(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n */\npublic actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {\n   return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {\n   return this.asDynamic().concat(elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun FloatArray.plus(elements: FloatArray): FloatArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n */\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline operator fun CharArray.plus(elements: CharArray): CharArray {\n   return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given [element].\n */\n@Suppress(\"ACTUAL_WITHOUT_EXPECT\", \"NOTHING_TO_INLINE\")\npublic actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> {\n   return this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@library(\"primitiveArraySort\")\npublic actual fun IntArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\npublic actual fun LongArray.sort(): Unit {\n   @Suppress(\"DEPRECATION\")\n   if (size > 1) sort { a: Long, b: Long -> a.compareTo(b) }\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@library(\"primitiveArraySort\")\npublic actual fun ByteArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@library(\"primitiveArraySort\")\npublic actual fun ShortArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@library(\"primitiveArraySort\")\npublic actual fun DoubleArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample

samples.collections.Arrays.Sorting.sortArray\n */\n@library(\"primitiveArraySort\")\npublic actual fun FloatArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@library(\"primitiveArraySort\")\npublic actual fun CharArray.sort(): Unit {\n   definedExternally\n}\n\n/**\n * Sorts the array in-place according to the natural order of its elements.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n */\npublic actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {\n   if (size > 1) sortArray(this)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n@Deprecated(\"Use sortWith instead\", ReplaceWith(\"this.sortWith(Comparator(comparison))\"))\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\npublic fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {\n   if (size > 1) sortArrayWith(this, comparison)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   sortArrayWith(this, fromIndex, toIndex, naturalOrder())\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()\n   subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()\n   subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()\n   subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *

@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArrayWith(this.unsafeCast<Array<Long>>(), fromIndex, toIndex, naturalOrder())\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()\n subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()\n subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()\n subarray.sort()\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun

LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparison] function.\n */\n@Deprecated(\"Use other sorting functions from the Standard Library\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n asDynamic().sort(comparison)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>): Unit {\n if (size > 1) sortArrayWith(this, comparator)\n}\n\n/**\n * Sorts a range in the array in-place with the given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArrayWith(this, fromIndex, toIndex, comparator)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun ByteArray.toTypedArray(): Array<Byte> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun ShortArray.toTypedArray(): Array<Short> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun IntArray.toTypedArray(): Array<Int> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun LongArray.toTypedArray(): Array<Long> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun FloatArray.toTypedArray(): Array<Float> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun DoubleArray.toTypedArray(): Array<Double> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun BooleanArray.toTypedArray(): Array<Boolean> {\n return js(\"[]\").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\npublic actual fun CharArray.toTypedArray(): Array<Char> {\n return Array(size) { index -> this[index] }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n@file:kotlin.jvm.JvmName(\"ComparisonsKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin.comparisons\n\n/**\n * Compares two values using the specified functions [selectors] to calculate the result of the comparison.\n * The functions are called sequentially, receive the given values [a] and [b] and return [Comparable]\n * objects. As soon as the [Comparable] instances returned by a function for [a] and [b] values do not\n * compare as equal, the result of that comparison is returned.\n *\n * @sample

samples.comparisons.Comparisons.compareValuesByWithSelectors\n */\npublic fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>?): Int {\n   require(selectors.size > 0)\n   return compareValuesByImpl(a, b, selectors)\n}\n\nprivate fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>?>): Int {\n   for (fn in selectors) {\n   val v1 = fn(a)\n   val v2 = fn(b)\n   val diff = compareValues(v1, v2)\n   if (diff != 0) return diff\n   }\n   return 0\n}\n\n/**\n * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return [Comparable] objects.\n * The result of comparison of these [Comparable] instances is returned.\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*>?): Int {\n   return compareValues(selector(a), selector(b))\n}\n\n/**\n * Compares two values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the given values [a] and [b] and return objects of type K which are then being\n * compared with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {\n   return comparator.compare(selector(a), selector(b))\n}\n\n//// Not so useful without type inference for receiver of expression\n//// compareValuesWith(v1, v2, compareBy { it.prop1 } thenByDescending { it.prop2 })\n///**\n// * Compares two values using the specified [comparator].\n// */\n//@Suppress(\"NOTHING_TO_INLINE\")\n//public inline fun <T> compareValuesWith(a: T, b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)\n//\n\n\n/**\n * Compares two nullable [Comparable] values. Null is considered less than any value.\n *\n * @sample samples.comparisons.Comparisons.compareValues\n */\npublic fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {\n   if (a === b) return 0\n   if (a == null) return -1\n   if (b == null) return 1\n\n   @Suppress(\"UNCHECKED_CAST\")\n   return (a as Comparable<Any>).compareTo(b)\n}\n\n/**\n * Creates a comparator using the sequence of functions to calculate a result of comparison.\n * The functions are called sequentially, receive the given values `a` and `b` and return [Comparable]\n * objects. As soon as the [Comparable] instances returned by a function for `a` and `b` values do not\n * compare as equal, the result of that comparison is returned from the [Comparator].\n *\n * @sample samples.comparisons.Comparisons.compareByWithSelectors\n */\npublic fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {\n   require(selectors.size > 0)\n   return Comparator { a, b -> compareValuesByImpl(a, b, selectors) }\n}\n\n\n/**\n * Creates a comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.compareByWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n   Comparator { a, b -> compareValuesBy(a, b, selector) }\n\n/**\n * Creates a comparator using the [selector] function to transform values being compared and then applying\n * the specified [comparator] to compare transformed values.\n *\n * @sample samples.comparisons.Comparisons.compareByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n   Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }\n\n/**\n * Creates a descending comparator using the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.compareByDescendingWithSingleSelector\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n   Comparator { a, b -> compareValuesBy(b, a, selector) }\n\n/**\n * Creates a descending comparator using the [selector] function to transform values being compared and then applying\n * the specified [comparator] to compare transformed values.\n *\n * Note that an order of [comparator] is reversed by this wrapper.\n *\n * @sample samples.comparisons.Comparisons.compareByDescendingWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n   Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It

uses\n * the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.thenBy\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenBy(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@thenBy.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)\n }\n\n/**\n * Creates a comparator comparing values after the primary comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@thenBy.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(a, b, comparator, selector)\n }\n\n/**\n * Creates a descending comparator using the primary comparator and\n * the function to transform value to a [Comparable] instance for comparison.\n *\n * @sample samples.comparisons.Comparisons.thenByDescending\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@thenByDescending.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)\n }\n\n/**\n * Creates a descending comparator comparing values after the primary comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByDescendingWithComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@thenByDescending.compare(a, b)\n if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)\n }\n\n\n/**\n * Creates a comparator using the primary comparator and function to calculate a result of comparison.\n *\n * @sample samples.comparisons.Comparisons.thenComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@thenComparator.compare(a, b)\n if (previousCompare != 0) previousCompare else comparison(a, b)\n }\n\n/**\n * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n *\n * @sample samples.comparisons.Comparisons.then\n */\npublic infix fun <T> Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@then.compare(a, b)\n if (previousCompare != 0) previousCompare else comparator.compare(a, b)\n }\n\n/**\n * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n *\n * @sample samples.comparisons.Comparisons.thenDescending\n */\npublic infix fun <T> Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =\n Comparator<T> { a, b ->\n val previousCompare = this@thenDescending.compare(a, b)\n if (previousCompare != 0) previousCompare else comparator.compare(b, a)\n }\n\n// Not so useful without type inference for receiver of expression\n/**\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value less than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =\n Comparator { a, b ->\n when {\n a === b -> 0\n a == null -> -1\n b == null -> 1\n else -> comparator.compare(a, b)\n }\n }\n\n/**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value less than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> nullsFirst(): Comparator<T?> = nullsFirst(naturalOrder())\n\n/**\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value greater than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =\n Comparator { a, b ->\n when {\n a

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=== b -> 0\n            a == null -> 1\n            b == null -> -1\n            else -> comparator.compare(a, b)\n        }\n    }\n\n/**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value greater than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastComparator\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> = nullsLast(naturalOrder())\n\n/**\n * Returns a comparator that compares [Comparable] objects in natural order.\n *\n * @sample samples.comparisons.Comparisons.naturalOrderComparator\n */\npublic fun <T : Comparable<T>> naturalOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\") (NaturalOrderComparator as Comparator<T>)\n\n/**\n * Returns a comparator that compares [Comparable] objects in reversed natural order.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstLastWithComparator\n */\npublic fun <T : Comparable<T>> reverseOrder(): Comparator<T> = @Suppress(\"UNCHECKED_CAST\") (ReverseOrderComparator as Comparator<T>)\n\n/**\n *  Returns a comparator that imposes the reverse ordering of this comparator.\n *\n *  @sample samples.comparisons.Comparisons.reversed\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\")\npublic fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {\n    is ReversedComparator -> this.comparator\n    NaturalOrderComparator -> @Suppress(\"UNCHECKED_CAST\") (ReverseOrderComparator as Comparator<T>)\n    ReverseOrderComparator -> @Suppress(\"UNCHECKED_CAST\") (NaturalOrderComparator as Comparator<T>)\n    else -> ReversedComparator(this)\n}\n\n\nprivate class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {\n    override fun compare(a: T, b: T): Int = comparator.compare(b, a)\n    @Suppress(\"VIRTUAL_MEMBER_HIDDEN\")\n    fun reversed(): Comparator<T> = comparator\n}\n\nprivate object NaturalOrderComparator : Comparator<Comparable<Any>> {\n    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)\n    @Suppress(\"VIRTUAL_MEMBER_HIDDEN\")\n    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator\n}\n\nprivate object ReverseOrderComparator : Comparator<Comparable<Any>> {\n    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)\n    @Suppress(\"VIRTUAL_MEMBER_HIDDEN\")\n    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StandardKt\")\npackage kotlin\n\nimport kotlin.contracts.*\n\n/**\n * An exception is thrown to indicate that a method body remains to be implemented.\n */\npublic class NotImplementedError(message: String = \"An operation is not implemented.\") : Error(message)\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun TODO(): Nothing = throw NotImplementedError()\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n *\n * @param reason a string explaining why the implementation is missing.\n */\n@kotlin.internal.InlineOnly\npublic inline fun TODO(reason: String): Nothing = throw NotImplementedError(\"An operation is not implemented: $reason\")\n\n\n\n/**\n * Calls the specified function [block] and returns its result.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n */\n@kotlin.internal.InlineOnly\npublic inline fun <R> run(block: () -> R): R {\n    contract {\n        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}\n\n/**\n * Calls the specified function [block] with `this` value as its receiver and returns its result.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> T.run(block: T.() -> R): R {\n    contract {\n        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}\n\n/**\n * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> with(receiver: T, block: T.() -> R): R {\n    contract {\n        callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n    }\n    return receiver.block()\n}\n\n/**\n * Calls the
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specified function [block] with `this` value as its receiver and returns `this` value.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> T.apply(block: T.() -> Unit): T {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n block()\n return this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns `this` value.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.1\")\npublic inline fun <T> T.also(block: (T) -> Unit): T {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n block(this)\n return this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and returns its result.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> T.let(block: (T) -> R): R {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block(this)\n}\n\n/**\n * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.1\")\npublic inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {\n contract {\n callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n }\n return if (predicate(this)) this else null\n}\n\n/**\n * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.\n *\n * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).\n */\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.1\")\npublic inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {\n contract {\n callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)\n }\n return if (!predicate(this)) this else null\n}\n\n/**\n * Executes the given function [action] specified number of [times].\n *\n * A zero-based index of current iteration is passed as a parameter to [action].\n *\n * @sample samples.misc.ControlFlow.repeat\n */\n@kotlin.internal.InlineOnly\npublic inline fun repeat(times: Int, action: (Int) -> Unit) {\n contract { callsInPlace(action) }\n\n for (index in 0 until times) {\n action(index)\n }\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.comparisons\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\n\n/**\n * Returns the greater of two values.\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Byte, b: Byte): Byte {\n return maxOf(a.toInt(), b.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Short, b: Short): Short {\n return maxOf(a.toInt(), b.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Int, b: Int): Int {\n return JsMath.max(a, b)\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun maxOf(a: Long, b: Long): Long {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Float, b: Float): Float {\n return JsMath.max(a, b)\n}\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Double, b: Double): Double {\n return JsMath.max(a, b)\n}\n\n/**\n * Returns the greater of three values.\n * \n * If there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {\n return

maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {\n   return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Short, b: Short, c: Short): Short {\n   return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Int, b: Int, c: Int): Int {\n   return JsMath.max(a, b, c)\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Long, b: Long, c: Long): Long {\n   return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Float, b: Float, c: Float): Float {\n   return JsMath.max(a, b, c)\n}\n\n/**\n * Returns the greater of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun maxOf(a: Double, b: Double, c: Double): Double {\n   return JsMath.max(a, b, c)\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun maxOf(a: Byte, vararg other: Byte): Byte {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun maxOf(a: Short, vararg other: Short): Short {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun maxOf(a: Int, vararg other: Int): Int {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun maxOf(a: Long, vararg other: Long): Long {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun maxOf(a: Float, vararg other: Float): Float {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun maxOf(a: Double, vararg other: Double): Double {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the smaller of two values.\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T): T {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Byte, b: Byte): Byte {\n   return minOf(a.toInt(), b.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Short, b: Short): Short {\n   return minOf(a.toInt(), b.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Int, b: Int): Int {\n   return JsMath.min(a, b)\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun minOf(a: Long, b: Long): Long {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Float, b: Float): Float {\n   return JsMath.min(a, b)\n}\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Double, b: Double): Double {\n   return JsMath.min(a, b)\n}\n\n/**\n * Returns the smaller of three values.\n * \n * If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {\n   return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()\n}\n\n/**\n * Returns the smaller of

three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Short, b: Short, c: Short): Short {\n   return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Int, b: Int, c: Int): Int {\n   return JsMath.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Long, b: Long, c: Long): Long {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Float, b: Float, c: Float): Float {\n   return JsMath.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Double, b: Double, c: Double): Double {\n   return JsMath.min(a, b, c)\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun minOf(a: Byte, vararg other: Byte): Byte {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun minOf(a: Short, vararg other: Short): Short {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun minOf(a: Int, vararg other: Int): Int {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun minOf(a: Long, vararg other: Long): Long {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun minOf(a: Float, vararg other: Float): Float {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun minOf(a: Double, vararg other: Double): Double {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npublic value class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {\n\n   companion object {\n   /**\n   * A constant holding the minimum value an instance of ULong can have.\n   */\n   public const val MIN_VALUE: ULong = ULong(0)\n\n   /**\n   * A constant holding the maximum value an instance of ULong can have.\n   */\n   public const val MAX_VALUE: ULong = ULong(-1)\n\n   /**\n   * The number of bytes used to represent an instance of ULong in a binary form.\n   */\n   public const val SIZE_BYTES: Int = 8\n\n   /**\n   * The number of bits used to represent an instance of ULong in a binary form.\n   */\n   public const val SIZE_BITS: Int = 64\n   }\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n   * or a positive number if it's greater than other.\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())\n\n   /**\n   * Compares this value with the specified value for order.\n   * Returns zero if this value is equal to the specified other

value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n */\n @kotlin.internal.InlineOnly\n @Suppress(\"OVERRIDE_BY_INLINE\")\n public override inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)\n\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())\n /** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))\n\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))\n\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UByte): ULong = this.times(other.toULong())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): ULong = this.times(other.toULong())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UInt): ULong = this.times(other.toULong())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: ULong): ULong = ULong(this.data.times(other.data))\n\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UByte): ULong = this.div(other.toULong())\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UShort): ULong = this.div(other.toULong())\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UInt): ULong = this.div(other.toULong())\n /** Divides this value by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: ULong): ULong = ulongDivide(this, other)\n\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())\n /**\n * Calculates the remainder of truncating division of this value by the other value.\n * \n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)\n\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UByte): ULong = this.floorDiv(other.toULong())\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UShort): ULong = this.floorDiv(other.toULong())\n /**\n * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n * \n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UInt): ULong =

this.floorDiv(other.toULong())\n   /**\n   * Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.\n   * \n   * For unsigned types, the results of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun floorDiv(other: ULong): ULong = div(other)\n\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UByte): UByte = this.mod(other.toULong()).toUByte()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UShort): UShort = this.mod(other.toULong()).toUShort()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: UInt): UInt = this.mod(other.toULong()).toUInt()\n   /**\n   * Calculates the remainder of flooring division of this value by the other value.\n   * \n   * The result is always less than the divisor.\n   * \n   * For unsigned types, the remainders of flooring division and truncating division are the same.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun mod(other: ULong): ULong = rem(other)\n\n   /**\n   * Returns this value incremented by one.\n   *\n   * @sample samples.misc.Builtins.inc\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun inc(): ULong = ULong(data.inc())\n\n   /**\n   * Returns this value decremented by one.\n   *\n   * @sample samples.misc.Builtins.dec\n   */\n   @kotlin.internal.InlineOnly\n   public inline operator fun dec(): ULong = ULong(data.dec())\n\n   /** Creates a range from this value to the specified [other] value. */\n   @kotlin.internal.InlineOnly\n   public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)\n\n   /**\n   * Shifts this value left by the [bitCount] number of bits.\n   *\n   * Note that only the six lowest-order bits of the [bitCount] are used as the shift distance.\n   * The shift distance actually used is therefore always in the range `0..63`.\n   */\n   @kotlin.internal.InlineOnly\n   public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)\n\n   /**\n   * Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros.\n   *\n   * Note that only the six lowest-order bits of the [bitCount] are used as the shift distance.\n   * The shift distance actually used is therefore always in the range `0..63`.\n   */\n   @kotlin.internal.InlineOnly\n   public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr bitCount)\n\n   /** Performs a bitwise AND operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun and(other: ULong): ULong = ULong(this.data and other.data)\n   /** Performs a bitwise OR operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)\n   /** Performs a bitwise XOR operation between the two values. */\n   @kotlin.internal.InlineOnly\n   public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)\n   /** Inverts the bits in this value. */\n   @kotlin.internal.InlineOnly\n   public inline fun inv(): ULong = ULong(data.inv())\n\n   /**\n   * Converts this [ULong] value to [Byte].\n   *\n   * If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n   * the same numerical value as this `ULong`.\n   *\n   * The resulting `Byte` value is represented by the least significant 8 bits of this `ULong` value.\n   * Note that the resulting `Byte` value may be negative.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toByte(): Byte = data.toByte()\n   /**\n   * Converts this [ULong] value to [Short].\n   *\n   * If this value is less than or equals to [Short.MAX_VALUE], the resulting `Short` value represents\n   * the same numerical value as this `ULong`.\n   *\n   * The resulting `Short` value is represented by the least significant 16 bits of this `ULong` value.\n   * Note that the resulting `Short` value may be negative.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toShort(): Short = data.toShort()\n   /**\n   * Converts this [ULong] value to [Int].\n   *\n   * If this value is less than or equals to [Int.MAX_VALUE], the resulting `Int` value represents\n   * the same numerical value as this `ULong`.\n   *\n   * The resulting `Int` value is represented by the least significant 32 bits of this `ULong` value.\n   * Note that the resulting `Int` value may be negative.\n   */\n   @kotlin.internal.InlineOnly\n   public inline fun toInt(): Int = data.toInt()\n   /**\n   *

Converts this [ULong] value to [Long].\n *\n * If this value is less than or equals to [Long.MAX_VALUE], the resulting `Long` value represents\n * the same numerical value as this `ULong`. Otherwise the result is negative.\n *\n * The resulting `Long` value has the same binary representation as this `ULong` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toLong(): Long = data\n\n /**\n * Converts this [ULong] value to [UByte].\n *\n * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical value as this `ULong`.\n *\n * The resulting `UByte` value is represented by the least significant 8 bits of this `ULong` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toUByte(): UByte = data.toUByte()\n /**\n * Converts this [ULong] value to [UShort].\n *\n * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n * the same numerical value as this `ULong`.\n *\n * The resulting `UShort` value is represented by the least significant 16 bits of this `ULong` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = data.toUShort()\n /**\n * Converts this [ULong] value to [UInt].\n *\n * If this value is less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents\n * the same numerical value as this `ULong`.\n *\n * The resulting `UInt` value is represented by the least significant 32 bits of this `ULong` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toUInt(): UInt = data.toUInt()\n /** Returns this value. */\n @kotlin.internal.InlineOnly\n public inline fun toULong(): ULong = this\n\n /**\n * Converts this [ULong] value to [Float].\n *\n * The resulting value is the closest `Float` to this `ULong` value.\n * In case when this `ULong` value is exactly between two `Float`s,\n * the one with zero at least significant bit of mantissa is selected.\n */\n @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float = this.toDouble().toFloat()\n /**\n * Converts this [ULong] value to [Double].\n *\n * The resulting value is the closest `Double` to this `ULong` value.\n * In case when this `ULong` value is exactly between two `Double`s,\n * the one with zero at least significant bit of mantissa is selected.\n */\n @kotlin.internal.InlineOnly\n public inline fun toDouble(): Double = ulongToDouble(data)\n\n public override fun toString(): String = ulongToString(data)\n\n}\n\n/**\n * Converts this [Byte] value to [ULong].\n *\n * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte`.\n *\n * The least significant 8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value,\n * whereas the most significant 56 bits are filled with the sign bit of this value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.toULong(): ULong = ULong(this.toLong())\n/**\n * Converts this [Short] value to [ULong].\n *\n * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short`.\n *\n * The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short` value,\n * whereas the most significant 48 bits are filled with the sign bit of this value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.toULong(): ULong = ULong(this.toLong())\n/**\n * Converts this [Int] value to [ULong].\n *\n * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Int`.\n *\n * The least significant 32 bits of the resulting `ULong` value are the same as the bits of this `Int` value,\n * whereas the most significant 32 bits are filled with the sign bit of this value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Int.toULong(): ULong = ULong(this.toLong())\n/**\n * Converts this [Long] value to [ULong].\n *\n * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`.\n *\n * The resulting `ULong` value has the same binary representation as this `Long` value.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Long.toULong(): ULong = ULong(this)\n\n/**\n * Converts this [Float] value to [ULong].\n *\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Float` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())\n/**\n * Converts this [Double] value to [ULong].\n *\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.\n

/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun Double.toULong(): ULong = doubleToULong(this)\n","/\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component1(): T {\n   return get(0)\n}\n\n/**\n * Returns 2nd *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component2(): T {\n   return get(1)\n}\n\n/**\n * Returns 3rd *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component3(): T {\n   return get(2)\n}\n\n/**\n * Returns 4th *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component4(): T {\n   return get(3)\n}\n\n/**\n * Returns 5th *element* from the list.\n * \n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> List<T>.component5(): T {\n   return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the collection.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {\n   if (this is Collection)\n   return contains(element)\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this collection.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic fun <T> Iterable<T>.elementAt(index: Int): T {\n   if (this is List)\n   return get(index)\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"Collection doesn't contain element at index $index.\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAt(index: Int): T {\n   return get(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\npublic fun <T> Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   if (this is List)\n   return this.getOrElse(index, defaultValue)\n   if (index < 0)\n   return defaultValue(index)\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this collection.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\npublic fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {\n   if (this is List)\n   return this.getOrNull(index)\n   if (index < 0)\n   return null\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.elementAtOrNull(index: Int): T? {\n   return this.getOrNull(index)\n}\n\n/**\n * Returns the first

element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.find(predicate: (T) -> Boolean): T? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the collection is empty.\n */\npublic fun <T> Iterable<T>.first(): T {\n when (this) {\n is List -> return this.first()\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException(\"Collection is empty.\")\n return iterator.next()\n }\n }\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the list is empty.\n */\npublic fun <T> List<T>.first(): T {\n if (isEmpty())\n throw NoSuchElementException(\"List is empty.\")\n return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n */\npublic inline fun <T> Iterable<T>.first(predicate: (T) -> Boolean): T {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Collection contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this collection in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Iterable<T>.firstNotNullOf(transform: (T) -> R?): R {\n return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException(\"No element of the collection was transformed to a non-null value.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this collection in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Iterable<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n for (element in this) {\n val result = transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n * Returns the first element, or `null` if the collection is empty.\n */\npublic fun <T> Iterable<T>.firstOrNull(): T? {\n when (this) {\n is List -> {\n if (isEmpty())\n return null\n else\n return this[0]\n }\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n return null\n return iterator.next()\n }\n }\n}\n\n/**\n * Returns the first element, or `null` if the list is empty.\n */\npublic fun <T> List<T>.firstOrNull(): T? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this list.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun <T> List<T>.getOrNull(index: Int): T? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of [element], or -1 if the collection does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.indexOf(element: T): Int {\n if (this is List) return this.indexOf(element)\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (element == item)\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the list does not contain element.\n */\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false

```
warning, extension takes precedence in some cases\npublic fun <@kotlin.internal.OnlyInputTypes T>
List<T>.indexOf(element: T): Int {\n    return indexOf(element)\n}\n\n/**\n * Returns index of the first element
matching the given [predicate], or -1 if the collection does not contain such element.\n */\npublic inline fun <T>
Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n    var index = 0\n    for (item in this) {\n
checkIndexOverflow(index)\n        if (predicate(item))\n            return index\n        index++\n    }\n    return -
1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the list does not contain
such element.\n */\npublic inline fun <T> List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n    var index = 0\n
  for (item in this) {\n        if (predicate(item))\n            return index\n        index++\n    }\n    return -1\n}\n\n/**\n *
Returns index of the last element matching the given [predicate], or -1 if the collection does not contain such
element.\n */\npublic inline fun <T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n    var lastIndex = -
1\n    var index = 0\n    for (item in this) {\n        checkIndexOverflow(index)\n        if (predicate(item))\n
lastIndex = index\n        index++\n    }\n    return lastIndex\n}\n\n/**\n * Returns index of the last element matching
the given [predicate], or -1 if the list does not contain such element.\n */\npublic inline fun <T>
List<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n    val iterator = this.listIterator(size)\n    while
(iterator.hasPrevious()) {\n        if (predicate(iterator.previous())) {\n            return iterator.nextIndex()\n        }\n
}\n    return -1\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the collection
is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Iterable<T>.last(): T
{\n    when (this) {\n        is List -> return this.last()\n        else -> {\n            val iterator = iterator()\n            if
(!iterator.hasNext())\n                throw NoSuchElementException(\"Collection is empty.\")\n            var last =
iterator.next()\n            while (iterator.hasNext())\n                last = iterator.next()\n            return last\n        }\n
}\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the list is empty.\n * \n *
@sample samples.collections.Collections.Elements.last\n */\npublic fun <T> List<T>.last(): T {\n    if (isEmpty())\n
    throw NoSuchElementException(\"List is empty.\")\n    return this[lastIndex]\n}\n\n/**\n * Returns the last
element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n
* \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T>
Iterable<T>.last(predicate: (T) -> Boolean): T {\n    var last: T? = null\n    var found = false\n    for (element in this)
{\n        if (predicate(element)) {\n            last = element\n            found = true\n        }\n    }\n    if (!found) throw
NoSuchElementException(\"Collection contains no element matching the predicate.\")\n
@Suppress(\"UNCHECKED_CAST\")\n    return last as T\n}\n\n/**\n * Returns the last element matching the
given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun <T> List<T>.last(predicate: (T) -> Boolean): T
{\n    val iterator = this.listIterator(size)\n    while (iterator.hasPrevious()) {\n        val element = iterator.previous()\n
    if (predicate(element)) return element\n    }\n    throw NoSuchElementException(\"List contains no element
matching the predicate.\")\n}\n\n/**\n * Returns last index of [element], or -1 if the collection does not contain
element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {\n    if
(this is List) return this.lastIndexOf(element)\n    var lastIndex = -1\n    var index = 0\n    for (item in this) {\n
checkIndexOverflow(index)\n        if (element == item)\n            lastIndex = index\n        index++\n    }\n    return
lastIndex\n}\n\n/**\n * Returns last index of [element], or -1 if the list does not contain element.\n
*/\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning, extension takes precedence in
some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int {\n    return
lastIndexOf(element)\n}\n\n/**\n * Returns the last element, or `null` if the collection is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun <T> Iterable<T>.lastOrNull(): T? {\n    when (this)
{\n        is List -> return if (isEmpty()) null else this[size - 1]\n        else -> {\n            val iterator = iterator()\n
if (!iterator.hasNext())\n                return null\n            var last = iterator.next()\n            while (iterator.hasNext())\n
        last = iterator.next()\n            return last\n        }\n    }\n}\n\n/**\n * Returns the last element, or `null` if the
list is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T>
List<T>.lastOrNull(): T? {\n    return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element
matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
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samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n    var last: T? = null\n    for (element in this) {\n        if (predicate(element)) {\n            last = element\n        }\n    }\n    return last\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n    val iterator = this.listIterator(size)\n    while (iterator.hasPrevious()) {\n        val element = iterator.previous()\n        if (predicate(element)) return element\n    }\n    return null\n}\n\n/**\n * Returns a random element from this collection.\n * \n * @throws NoSuchElementException if this collection is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.random(): T {\n    return random(Random)\n}\n\n/**\n * Returns a random element from this collection using the specified source of randomness.\n * \n * @throws NoSuchElementException if this collection is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> Collection<T>.random(random: Random): T {\n    if (isEmpty())\n        throw NoSuchElementException(\"Collection is empty.\")\n    return elementAt(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this collection, or `null` if this collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.randomOrNull(): T? {\n    return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> Collection<T>.randomOrNull(random: Random): T? {\n    if (isEmpty())\n        return null\n    return elementAt(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the collection is empty or has more than one element.\n */\npublic fun <T> Iterable<T>.single(): T {\n    when (this) {\n        is List -> return this.single()\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                throw NoSuchElementException(\"Collection is empty.\")\n            val single = iterator.next()\n            if (iterator.hasNext())\n                throw IllegalArgumentException(\"Collection has more than one element.\")\n            return single\n        }\n    }\n}\n\n/**\n * Returns the single element, or throws an exception if the list is empty or has more than one element.\n */\npublic fun <T> List<T>.single(): T {\n    return when (size) {\n        0 -> throw NoSuchElementException(\"List is empty.\")\n        1 -> this[0]\n        else -> throw IllegalArgumentException(\"List has more than one element.\")\n    }\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\npublic inline fun <T> Iterable<T>.single(predicate: (T) -> Boolean): T {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException(\"Collection contains more than one matching element.\")\n            single = element\n            found = true\n        }\n    }\n    if (!found) throw NoSuchElementException(\"Collection contains no element matching the predicate.\")\n    @Suppress(\"UNCHECKED_CAST\")\n    return single as T\n}\n\n/**\n * Returns single element, or `null` if the collection is empty or has more than one element.\n */\npublic fun <T> Iterable<T>.singleOrNull(): T? {\n    when (this) {\n        is List -> return if (size == 1) this[0] else null\n        else -> {\n            val iterator = iterator()\n            if (!iterator.hasNext())\n                return null\n            val single = iterator.next()\n            if (iterator.hasNext())\n                return null\n            return single\n        }\n    }\n}\n\n/**\n * Returns single element, or `null` if the list is empty or has more than one element.\n */\npublic fun <T> List<T>.singleOrNull(): T? {\n    return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\npublic inline fun <T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n    var single: T? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n    return single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Iterable<T>.drop(n: Int): List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    if (n == 0) return toList()\n    val list: ArrayList<T>\n    if (this is Collection<*>) {\n        val resultSize = size - n\n        if (resultSize <= 0)\n
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 return emptyList()\n        if (resultSize == 1)\n            return listOf(last())\n        list = ArrayList<T>(resultSize)\n
 if (this is List<T>) {\n            if (this is RandomAccess) {\n                for (index in n until size)\n
list.add(this[index])\n            } else {\n                for (item in listIterator(n))\n                    list.add(item)\n            }\n
        return list\n        }\n    }\n    else {\n        list = ArrayList<T>()\n    }\n    var count = 0\n    for (item in this) {\n
  if (count >= n) list.add(item) else ++count\n    }\n    return list.optimizeReadOnlyList()\n}\n\n/**\n * Returns a list
containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n *
\n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> List<T>.dropLast(n: Int):
List<T> {\n    require(n >= 0) { \"Requested element count $n is less than zero.\" }\n    return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T>
List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n    if (!isEmpty()) {\n        val iterator =
listIterator(size)\n        while (iterator.hasPrevious()) {\n            if (!predicate(iterator.previous())) {\n                return
take(iterator.nextIndex() + 1)\n            }\n        }\n    }\n    return emptyList()\n}\n\n/**\n * Returns a list containing
all elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic inline fun <T> Iterable<T>.dropWhile(predicate:
(T) -> Boolean): List<T> {\n    var yielding = false\n    val list = ArrayList<T>()\n    for (item in this)\n        if
(yielding)\n            list.add(item)\n        else if (!predicate(item)) {\n            list.add(item)\n            yielding = true\n
  }\n    return list\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n *
@sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun <T> Iterable<T>.filter(predicate: (T)
-> Boolean): List<T> {\n    return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only
elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun <T>
Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n    return
filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to
the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n *
and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>>
Iterable<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n    forEachIndexed { index,
element ->\n        if (predicate(index, element)) destination.add(element)\n    }\n    return destination\n}\n\n/**\n *
Returns a list containing all elements that are instances of specified type parameter R.\n * \n * @sample
samples.collections.Collections.Filtering.filterIsInstance\n */\npublic inline fun <reified R>
Iterable<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n    return
filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n * Appends all elements that are instances of specified type
parameter R to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterIsInstanceTo\n */\npublic inline fun <reified R, C :
MutableCollection<in R>> Iterable<*>.filterIsInstanceTo(destination: C): C {\n    for (element in this) if (element is
R) destination.add(element)\n    return destination\n}\n\n/**\n * Returns a list containing all elements not matching
the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic inline fun <T>
Iterable<T>.filterNot(predicate: (T) -> Boolean): List<T> {\n    return filterNotTo(ArrayList<T>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n * \n * @sample
samples.collections.Collections.Filtering.filterNotNull\n */\npublic fun <T : Any> Iterable<T?>.filterNotNull():
List<T> {\n    return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the
given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterNotNullTo\n */\npublic fun <C
: MutableCollection<in T>, T : Any> Iterable<T?>.filterNotNullTo(destination: C): C {\n    for (element in this) if
(element != null) destination.add(element)\n    return destination\n}\n\n/**\n * Appends all elements not matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*/\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterNotTo(destination: C, predicate: (T) ->
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Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\npublic fun <T> List<T>.slice(indices: IntRange): List<T> {\n if (indices.isEmpty()) return listOf()\n return this.subList(indices.start, indices.endInclusive + 1).toList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun <T> List<T>.slice(indices: Iterable<Int>): List<T> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<T>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Iterable<T>.take(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (this is Collection<T>) {\n if (n >= size) return toList()\n if (n == 1) return listOf(first())\n }\n var count = 0\n val list = ArrayList<T>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list.optimizeReadOnlyList()\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> List<T>.takeLast(n: Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(last())\n val list = ArrayList<T>(n)\n if (this is RandomAccess) {\n for (index in size - n until size)\n list.add(this[index])\n } else {\n for (item in listIterator(size - n))\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n if (isEmpty())\n return emptyList()\n val iterator = listIterator(size)\n while (iterator.hasPrevious()) {\n if (!predicate(iterator.previous())) {\n iterator.next()\n val expectedSize = size - iterator.nextIndex()\n if (expectedSize == 0) return emptyList()\n return ArrayList<T>(expectedSize).apply {\n while (iterator.hasNext())\n add(iterator.next())\n }\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n val list = ArrayList<T>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Reverses elements in the list in-place.\n */\npublic expect fun <T> MutableList<T>.reverse(): Unit\n\n/**\n * Returns a list with elements in reversed order.\n */\npublic fun <T> Iterable<T>.reversed(): List<T> {\n if (this is Collection && size <= 1) return toList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Randomly shuffles elements in this list in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> MutableList<T>.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n this[j] = this.set(i, this[j])\n }\n}\n\n/**\n * Sorts elements in the list in-place according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortWith(compareBy(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortWith(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to

each other after sorting.\n */\npublic fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {\n sortWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {\n if (this is Collection) {\n if (size <= 1) return this.toList()\n @Suppress(\"UNCHECKED_CAST\")\n return (toTypedArray<Comparable<T>>() as Array<T>).apply { sort() }.asList()\n }\n return toMutableList().apply { sort() }\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <T, R : Comparable<R>> Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T> {\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {\n if (this is Collection) {\n if (size <= 1) return this.toList()\n @Suppress(\"UNCHECKED_CAST\")\n return (toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) }.asList()\n }\n return toMutableList().apply { sortWith(comparator) }\n}\n\n/**\n * Returns an array of Boolean containing all of the elements of this collection.\n */\npublic fun Collection<Boolean>.toBooleanArray(): BooleanArray {\n val result = BooleanArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this collection.\n */\npublic fun Collection<Byte>.toByteArray(): ByteArray {\n val result = ByteArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Char containing all of the elements of this collection.\n */\npublic fun Collection<Char>.toCharArray(): CharArray {\n val result = CharArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Double containing all of the elements of this collection.\n */\npublic fun Collection<Double>.toDoubleArray(): DoubleArray {\n val result = DoubleArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Float containing all of the elements of this collection.\n */\npublic fun Collection<Float>.toFloatArray(): FloatArray {\n val result = FloatArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Int containing all of the elements of this collection.\n */\npublic fun Collection<Int>.toIntArray(): IntArray {\n val result = IntArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Long containing all of the elements of this collection.\n */\npublic fun Collection<Long>.toLongArray(): LongArray {\n val result = LongArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Short containing all of the elements of this collection.\n */\npublic fun Collection<Short>.toShortArray(): ShortArray {\n val result = ShortArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given collection.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n * @sample samples.collections.Collections.Transformations.associate\n */\npublic inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K,

V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given collection indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n * @sample samples.collections.Collections.Transformations.associateBy\n */\npublic inline fun <T, K> Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given collection.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n * @sample samples.collections.Collections.Transformations.associateByWithValueTransform\n */\npublic inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given collection\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Collections.Transformations.associateByTo\n */\npublic inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given collection.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.collections.Collections.Transformations.associateByToWithValueTransform\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given collection.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample samples.collections.Collections.Transformations.associateTo\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Returns a [Map] where keys are elements from the given collection and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.3\")\npublic inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.3\")\npublic inline fun <K, V, M : MutableMap<in K, in V>> Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <T, C : MutableCollection<in T>> Iterable<T>.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return

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destination\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun <T> Iterable<T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))\n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun <T> Iterable<T>.toList(): List<T> {\n    if (this is Collection) {\n        return when (size) {\n            0 -> emptyList()\n            1 -> listOf(if (this is List) get(0) else iterator().next())\n            else -> this.toMutableList()\n        }\n    }\n    return this.toMutableList().optimizeReadOnlyList()\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Iterable<T>.toMutableList(): MutableList<T> {\n    if (this is Collection<T>)\n        return this.toMutableList()\n    return toCollection(ArrayList<T>())\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Collection<T>.toMutableList(): MutableList<T> {\n    return ArrayList(this)\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toSet(): Set<T> {\n    if (this is Collection) {\n        return when (size) {\n            0 -> emptySet()\n            1 -> setOf(if (this is List) this[0] else iterator().next())\n            else -> toCollection(LinkedHashSet<T>(mapCapacity(size)))\n        }\n    }\n    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original collection.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequence\")\npublic inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequence\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n    return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {\n    var index = 0\n    for (element in this) {\n        val list = transform(checkIndexOverflow(index++), element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original collection, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequenceTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform:
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(index: Int, T) -> Sequence<R>): C {\n   var index = 0\n   for (element in this) {\n   val list = transform(checkIndexOverflow(index++), element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original collection, to the given [destination].\n *\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequenceTo\")\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original collection.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n   return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original collection\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original collection.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n   for (element in this) {\n   val key = keySelector(element)\n   val list = destination.getOrPut(key) { ArrayList<T>() }\n   list.add(element)\n   }\n   return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original collection\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n   for (element in this) {\n   val key = keySelector(element)\n   val list = destination.getOrPut(key) { ArrayList<V>() }\n   list.add(valueTransform(element))\n   }\n   return destination\n}\n\n/**\n * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n   return object : Grouping<T, K> {\n   override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n   override fun keyOf(element: T): K = keySelector(element)\n   }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {\n   return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in

the original collection.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original collection.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original collection\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(checkIndexOverflow(index++), item))\n return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each element in the original collection.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each element in the original collection\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original collection\n * and appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original collection\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\npublic fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a list containing only distinct elements from the given collection.\n * \n * Among equal elements of the given collection, only the first one will be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source collection.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T> Iterable<T>.distinct(): List<T> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the given collection\n * having distinct keys returned by the given [selector] function.\n * \n * Among elements of the given collection with equal keys, only the first one will be present in the resulting list.\n * The elements in the resulting list are in the same order as they were in the source collection.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {\n val set = HashSet<K>()\n val list = ArrayList<T>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this collection and the specified collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.retainAll(other)\n

return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given collection.\n * \n * The returned set preserves the element iteration order of the original collection.\n */\npublic fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {\n return when (this) {\n is Collection<T> -> LinkedHashSet(this)\n else -> toCollection(LinkedHashSet<T>())\n }\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the original collection.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.addAll(other)\n return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return true\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if collection has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Iterable<T>.any(): Boolean {\n if (this is Collection) return !isEmpty()\n return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return false\n for (element in this) if (predicate(element)) return true\n return false\n}\n\n/**\n * Returns the number of elements in this collection.\n */\npublic fun <T> Iterable<T>.count(): Int {\n if (this is Collection) return size\n var count = 0\n for (element in this) checkCountOverflow(++count)\n return count\n}\n\n/**\n * Returns the number of elements in this collection.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.count(): Int {\n return size\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\npublic inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {\n if (this is Collection && isEmpty()) return 0\n var count = 0\n for (element in this) if (predicate(element)) checkCountOverflow(++count)\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the collection is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original collection.\n * \n * Returns the specified [initial] value if the collection is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Iterable<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the list is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n var accumulator = initial\n if (!isEmpty()) {\n val iterator = listIterator(size)\n while (iterator.hasPrevious()) {\n accumulator = operation(iterator.previous(), accumulator)\n }\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original list and current accumulator value.\n * \n * Returns the specified [initial] value if the list is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current

accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <T, R> List<T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n var accumulator = initial\n if (!isEmpty()) {\n val iterator = listIterator(size)\n while (iterator.hasPrevious()) {\n val index = iterator.previousIndex()\n accumulator = operation(index, iterator.previous(), accumulator)\n }\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\n@kotlin.internal.HidesMembers\npublic inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\npublic inline fun <T> Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in this) action(checkIndexOverflow(index++), item)\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Double>.max(): Double? {\n return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Float>.max(): Float? {\n return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T : Comparable<T>> Iterable<T>.max(): T? {\n return maxOrNull()\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T? {\n return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxElem = iterator.next()\n if (!iterator.hasNext()) return maxElem\n var maxValue = selector(maxElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n } while (iterator.hasNext())\n return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOf(selector: (T) -> Float): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxOf(selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Double): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Iterable<Double>.maxOrNull(): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Iterable<Float>.maxOrNull(): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while

(iterator.hasNext()) {\n val e = iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (max < e) max = e\n }\n return max\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T? {\n return maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Iterable<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Double>.min(): Double? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Iterable<Float>.min(): Float? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T : Comparable<T>> Iterable<T>.min(): T? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minByOrNull instead.\", ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T? {\n return minByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minElem = iterator.next()\n if (!iterator.hasNext()) return minElem\n var minValue = selector(minElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n } while (iterator.hasNext())\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n

*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOf(selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Float): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOfOrNull(selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the collection or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Iterable<Double>.minOrNull(): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic fun Iterable<Float>.minOrNull(): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext())

{\n val e = iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Iterable<T>.minOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (min > e) min = e\n }\n return min\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {\n return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the collection has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <T> Iterable<T>.none(): Boolean {\n if (this is Collection) return isEmpty()\n return !iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty()) return true\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Performs the given [action] on each element and returns the collection itself afterwards.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the collection itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit): C {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this collection is empty. If the collection can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S> Iterable<T>.reduce(operation: (acc: S, T) -> S): S {\n val iterator = this.iterator()\n if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty collection can't be reduced.\")\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n accumulator = operation(accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original collection.\n * \n * Throws an exception if this collection is empty. If the collection can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n val iterator = this.iterator()\n if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty collection can't be reduced.\")\n var index = 1\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original collection.\n * \n * Returns `null` if the collection is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <S, T : S> Iterable<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {\n val iterator = this.iterator()\n if

(!iterator.hasNext()) return null\n   var index = 1\n   var accumulator: S = iterator.next()\n   while (iterator.hasNext()) {\n   accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the collection is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n   val iterator = this.iterator()\n   if (!iterator.hasNext()) return null\n   var accumulator: S = iterator.next()\n   while (iterator.hasNext()) {\n   accumulator = operation(accumulator, iterator.next())\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Throws an exception if this list is empty. If the list can be empty in an expected way,\n * please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */\npublic inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {\n   val iterator = listIterator(size)\n   if (!iterator.hasPrevious())\n   throw UnsupportedOperationException(\"Empty list can't be reduced.\")\n   var accumulator: S = iterator.previous()\n   while (iterator.hasPrevious()) {\n   accumulator = operation(iterator.previous(), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original list and current accumulator value.\n * \n * Throws an exception if this list is empty. If the list can be empty in an expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */\npublic inline fun <S, T : S> List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n   val iterator = listIterator(size)\n   if (!iterator.hasPrevious())\n   throw UnsupportedOperationException(\"Empty list can't be reduced.\")\n   var accumulator: S = iterator.previous()\n   while (iterator.hasPrevious()) {\n   val index = iterator.previousIndex()\n   accumulator = operation(index, iterator.previous(), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element with its index in the original list and current accumulator value.\n * \n * Returns `null` if the list is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <S, T : S> List<T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {\n   val iterator = listIterator(size)\n   if (!iterator.hasPrevious())\n   return null\n   var accumulator: S = iterator.previous()\n   while (iterator.hasPrevious()) {\n   val index = iterator.previousIndex()\n   accumulator = operation(index, iterator.previous(), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the list is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n   val iterator = listIterator(size)\n   if (!iterator.hasPrevious())\n   return null\n   var accumulator: S = iterator.previous()\n   while (iterator.hasPrevious()) {\n   accumulator = operation(iterator.previous(), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n

* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {\n   val estimatedSize = collectionSizeOrDefault(9)\n   if (estimatedSize == 0) return listOf(initial)\n   val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R> Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n   val estimatedSize = collectionSizeOrDefault(9)\n   if (estimatedSize == 0) return listOf(initial)\n   val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n   var index = 0\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(index++, accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {\n   val iterator = this.iterator()\n   if (!iterator.hasNext()) return emptyList()\n   var accumulator: S = iterator.next()\n   val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n   while (iterator.hasNext()) {\n   accumulator = operation(accumulator, iterator.next())\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n   val iterator = this.iterator()\n   if (!iterator.hasNext()) return emptyList()\n   var accumulator: S = iterator.next()\n   val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n   var index = 1\n   while (iterator.hasNext()) {\n   accumulator = operation(index++, accumulator, iterator.next())\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {\n   return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]

from left to right\n * to each element, its index in the original collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the collection.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n */\npublic fun <T : Any> Iterable<T?>.requireNoNulls(): Iterable<T> {\n   for (element in this) {\n   if (element == null) {\n   throw IllegalArgumentException(\"null element found in $this.\")\n   }\n   }\n   @Suppress(\"UNCHECKED_CAST\")\n   return this as Iterable<T>\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n

*/\npublic fun <T : Any> List<T?>.requireNoNulls(): List<T> {\n   for (element in this) {\n   if (element == null) {\n   throw IllegalArgumentException(\"null element found in $this.\")\n   }\n   }\n   @Suppress(\"UNCHECKED_CAST\")\n   return this as List<T>\n}\n\n/**\n * Splits this collection into a list of lists each not exceeding the given [size].\n * \n * The last list in the resulting list may have fewer elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Iterable<T>.chunked(size: Int): List<List<T>> {\n   return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this collection into several lists each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return list of results of the [transform] applied to an each list.\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last list may have fewer elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n * \n * @sample samples.text.Strings.chunkedTransform\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {\n   return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n */\npublic operator fun <T> Iterable<T>.minus(element: T): List<T> {\n   val result = ArrayList<T>(collectionSizeOrDefault(10))\n   var removed = false\n   return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.\n * \n * Before Kotlin 1.6, the [elements] array may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {\n   if (elements.isEmpty()) return this.toList()\n   val other = elements.convertToSetForSetOperation()\n   return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.\n * \n * Before Kotlin 1.6, the [elements] collection may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {\n   val other = elements.convertToSetForSetOperationWith(this)\n   if (other.isEmpty())\n   return this.toList()\n   return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.\n * \n * Before Kotlin 1.6, the [elements] sequence may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {\n   val other = elements.convertToSetForSetOperation()\n   if (other.isEmpty())\n   return this.toList()\n   return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minusElement(element: T): List<T> {\n   return minus(element)\n}\n\n/**\n * Splits the original collection into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Iterables.Operations.partition\n */\npublic inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n   val first = ArrayList<T>()\n   val second = ArrayList<T>()\n   for

(element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\npublic operator fun <T> Iterable<T>.plus(element: T): List<T> {\n if (this is Collection) return this.plus(element)\n val result = ArrayList<T>()\n result.addAll(this)\n result.add(element)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\npublic operator fun <T> Collection<T>.plus(element: T): List<T> {\n val result = ArrayList<T>(size + 1)\n result.addAll(this)\n result.add(element)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {\n if (this is Collection) return this.plus(elements)\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n */\npublic operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {\n val result = ArrayList<T>(this.size + elements.size)\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {\n if (this is Collection) return this.plus(elements)\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.\n */\npublic operator fun <T> Collection<T>.plus(elements: Iterable<T>): List<T> {\n if (elements is Collection) {\n val result = ArrayList<T>(this.size + elements.size)\n result.addAll(this)\n result.addAll(elements)\n return result\n } else {\n val result = ArrayList<T>(this)\n result.addAll(elements)\n return result\n }\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.\n */\npublic operator fun <T> Iterable<T>.plus(elements: Sequence<T>): List<T> {\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.\n */\npublic operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {\n val result = ArrayList<T>(this.size + 10)\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.plusElement(element: T): List<T> {\n return plus(element)\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.plusElement(element: T): List<T> {\n return plus(element)\n}\n\n/**\n * Returns a list of snapshots of the window of the given [size]\n * sliding along this collection with the given [step], where each\n * snapshot is a list.\n * \n * Several last lists may have fewer elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<List<T>> {\n checkWindowSizeStep(size, step)\n if (this is RandomAccess && this is List) {\n val thisSize = this.size\n val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1\n val result = ArrayList<List<T>>(resultCapacity)\n var index = 0\n while (index in 0 until thisSize) {\n val windowSize = size.coerceAtMost(thisSize - index)\n if (windowSize < size && !partialWindows) break\n result.add(List(windowSize) { this[it + index] })\n index += step\n }\n return result\n }\n val result = ArrayList<List<T>>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {\n result.add(it)\n }\n return result\n}\n\n/**\n * Returns a list of results of applying the given [transform] function to\n * an each list representing a view over the window of the given [size]\n * sliding

along this collection with the given [step].\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last lists may have fewer elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): List<R> {\n checkWindowSizeStep(size, step)\n if (this is RandomAccess && this is List) {\n val thisSize = this.size\n val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1\n val result = ArrayList<R>(resultCapacity)\n val window = MovingSubList(this)\n var index = 0\n while (index in 0 until thisSize) {\n val windowSize = size.coerceAtMost(thisSize - index)\n if (!partialWindows && windowSize < size) break\n window.move(index, index + windowSize)\n result.add(transform(window))\n index += step\n }\n return result\n }\n val result = ArrayList<R>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {\n result.add(transform(it))\n }\n return result\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n val arraySize = other.size\n val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in this) {\n if (i >= arraySize) break\n list.add(transform(element, other[i++]))\n }\n return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] collection with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n val first = iterator()\n val second = other.iterator()\n val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), other.collectionSizeOrDefault(10)))\n while (first.hasNext() && second.hasNext()) {\n list.add(transform(first.next(), second.next()))\n }\n return list\n}\n\n/**\n * Returns a list of pairs of each two adjacent elements in this collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {\n return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to an each pair of two adjacent elements in this collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin(\"1.2\")\npublic inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {\n val iterator = iterator()\n if (!iterator.hasNext()) return emptyList()\n val result = mutableListOf<R>()\n var current = iterator.next()\n while (iterator.hasNext()) {\n val next = iterator.next()\n result.add(transform(current, next))\n current = next\n }\n return result\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and

using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable> Iterable<T>.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n buffer.appendElement(element, transform)\n } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun <T> Iterable<T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Returns this collection as an [Iterable].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.asIterable(): Iterable<T> {\n return this\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original collection returning its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromCollection\n */\npublic fun <T> Iterable<T>.asSequence(): Sequence<T> {\n return Sequence { this.iterator() }\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfByte\")\npublic fun Iterable<Byte>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfShort\")\npublic fun Iterable<Short>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfInt\")\npublic fun Iterable<Int>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfLong\")\npublic fun Iterable<Long>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfFloat\")\npublic fun Iterable<Float>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the collection.\n */\n@kotlin.jvm.JvmName(\"averageOfDouble\")\npublic fun Iterable<Double>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfByte\")\npublic fun Iterable<Byte>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfShort\")\npublic fun Iterable<Short>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfInt\")\npublic fun Iterable<Int>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in

the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfLong\")\npublic fun Iterable<Long>.sum(): Long {\n   var sum: Long = 0L\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfFloat\")\npublic fun Iterable<Float>.sum(): Float {\n   var sum: Float = 0.0f\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfDouble\")\npublic fun Iterable<Double>.sum(): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nimport kotlin.comparisons.naturalOrder\nimport kotlin.random.Random\n\n/**\n * Returns the array if it's not `null`, or an empty array otherwise.\n * @sample samples.collections.Arrays.Usage.arrayOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()\n\n/**\n * Returns a *typed* array containing all of the elements of this collection.\n *\n * Allocates an array of runtime type `T` having its size equal to the size of this collection\n * and populates the array with the elements of this collection.\n * @sample samples.collections.Collections.Collections.collectionToTypedArray\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)\n\n@JsName(\"copyToArray\")\n@PublishedApi\ninternal fun <T> copyToArray(collection: Collection<T>): Array<T> {\n   return if (collection.asDynamic().toArray !== undefined)\n   collection.asDynamic().toArray().unsafeCast<Array<T>>()\n   else\n   copyToArrayImpl(collection).unsafeCast<Array<T>>()\n}\n\n@JsName(\"copyToArrayImpl\")\ninternal actual fun copyToArrayImpl(collection: Collection<*>): Array<Any?> {\n   val array = emptyArray<Any?>()\n   val iterator = collection.iterator()\n   while (iterator.hasNext())\n   array.asDynamic().push(iterator.next())\n   return array\n}\n\n@JsName(\"copyToExistingArrayImpl\")\ninternal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {\n   if (array.size < collection.size)\n   return copyToArrayImpl(collection).unsafeCast<Array<T>>()\n\n   val iterator = collection.iterator()\n   var index = 0\n   while (iterator.hasNext()) {\n   array[index++] = iterator.next().unsafeCast<T>()\n   }\n   if (index < array.size) {\n   array[index] = null.unsafeCast<T>()\n   }\n   return array\n}\n\n\n/**\n * Returns an immutable list containing only the specified object [element].\n */\npublic fun <T> listOf(element: T): List<T> = arrayListOf(element)\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {\n   return ArrayList<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit): List<E> {\n   checkBuilderCapacity(capacity)\n   return ArrayList<E>(capacity).apply(builderAction).build()\n}\n\n\n/**\n * Returns an immutable set containing only the specified object [element].\n */\npublic fun <T> setOf(element: T): Set<T> = hashSetOf(element)\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {\n   return LinkedHashSet<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit): Set<E> {\n   return LinkedHashSet<E>(capacity).apply(builderAction).build()\n}\n\n\n/**\n * Returns an immutable map, mapping only the specified key to the\n * specified value.\n */\npublic fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {\n   return LinkedHashMap<K, V>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\ninternal actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit):

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Map<K, V> {\n    return LinkedHashMap<K, V>(capacity).apply(builderAction).build()\n}\n\n\n/**\n * Fills the list with the provided [value].\n *\n * Each element in the list gets replaced with the [value].\n */\n@SinceKotlin(\"1.2\")\npublic actual fun <T> MutableList<T>.fill(value: T): Unit {\n    for (index in 0..lastIndex) {\n        this[index] = value\n    }\n}\n\n/**\n * Randomly shuffles elements in this list.\n *\n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.2\")\npublic actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)\n\n/**\n * Returns a new list with the elements of this list randomly shuffled.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }\n\n/**\n * Sorts elements in the list in-place according to their natural sort order.\n *\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * @sample samples.collections.Collections.Sorting.sortMutableList\n */\npublic actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit {\n    collectionsSort(this, naturalOrder())\n}\n\n/**\n * Sorts elements in the list in-place according to the order specified with [comparator].\n *\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * @sample samples.collections.Collections.Sorting.sortMutableListWith\n */\npublic actual fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {\n    collectionsSort(this, comparator)\n}\n\nprivate fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {\n    if (list.size <= 1) return\n\n    val array = copyToArray(list)\n    sortArrayWith(array, comparator)\n\n    for (i in 0 until array.size) {\n        list[i] = array[i]\n    }\n}\n\ninternal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {\n    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()\n}\n\n@SinceKotlin(\"1.3\")\n@PublishedApi\n@JsName(\"arrayCopy\")\ninternal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {\n    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)\n    val rangeSize = endIndex - startIndex\n    AbstractList.checkRangeIndexes(destinationOffset, destinationOffset + rangeSize, destination.size)\n\n    if (js(\"ArrayBuffer\").isView(destination) && js(\"ArrayBuffer\").isView(source)) {\n        val subrange = source.asDynamic().subarray(startIndex, endIndex)\n        destination.asDynamic().set(subrange, destinationOffset)\n    } else {\n        if (source !== destination || destinationOffset <= startIndex) {\n            for (index in 0 until rangeSize) {\n                destination[destinationOffset + index] = source[startIndex + index]\n            }\n        } else {\n            for (index in rangeSize - 1 downTo 0) {\n                destination[destinationOffset + index] = source[startIndex + index]\n            }\n        }\n    }\n}\n\n// no singleton map implementation in js, return map as is\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this\n\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()\n\n\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal actual inline fun <T> Array<out T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =\n    if (isVarargs)\n        // no need to copy vararg array in JS\n        this\n    else\n        this.copyOf()\n\n\n\n@PublishedApi\ninternal actual fun checkIndexOverflow(index: Int): Int {\n    if (index < 0) {\n        throwIndexOverflow()\n    }\n    return index\n}\n\n@PublishedApi\ninternal actual fun checkCountOverflow(count: Int): Int {\n    if (count < 0) {\n        throwCountOverflow()\n    }\n    return count\n}\n\n\n/**\n * JS map and set implementations do not make use of capacities or load factors.\n */\n@PublishedApi\ninternal actual fun mapCapacity(expectedSize: Int) = expectedSize\n\n/**\n * Checks a collection builder function capacity argument.\n * In JS no validation is made in Map/Set constructor yet.\n */\n@SinceKotlin(\"1.3\")\n@PublishedApi\ninternal fun checkBuilderCapacity(capacity: Int) {\n    require(capacity >= 0) { \"capacity must be non-negative.\" }\n}\n\ninternal actual fun brittleContainsOptimizationEnabled(): Boolean = false","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\n\n/**\n * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
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loop.\n * @sample samples.collections.Iterators.iterator\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this\n\n/**\n * Returns an [Iterator] that wraps each element produced by the original iterator\n * into an [IndexedValue] containing the index of that element and the element itself.\n *\n * @sample samples.collections.Iterators.withIndexIterator\n */\npublic fun <T> Iterator<T>.withIndex(): Iterator<IndexedValue<T>> = IndexingIterator(this)\n\n/**\n * Performs the given [operation] on each element of this [Iterator].\n * @sample samples.collections.Iterators.forEachIterator\n */\npublic inline fun <T> Iterator<T>.forEach(operation: (T) -> Unit): Unit {\n   for (element in this) operation(element)\n}\n\n/**\n * Iterator transforming original `iterator` into iterator of [IndexedValue], counting index from zero.\n */\ninternal class IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {\n   private var index = 0\n   final override fun hasNext(): Boolean = iterator.hasNext()\n   final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ComparisonsKt\")\n\npackage kotlin.comparisons\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns the greater of two values.\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T): T\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short): Short\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int): Int\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Float, b: Float): Float\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double): Double\n\n/**\n * Returns the greater of three values.\n * \n * If there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short, c: Short): Short\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the greater of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the greater of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the greater of three values according to the order specified by the given [comparator].\n * \n * If there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n   return maxOf(a, maxOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the greater of two values according to the order specified by the given [comparator].\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n   return if (comparator.compare(a, b) >= 0) a else b\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T\n\n/**\n * Returns the greater of the given values.\n

*/\n@SinceKotlin(\"1.4\")\npublic expect fun maxOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun maxOf(a: Short, vararg other: Short): Short\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun maxOf(a: Int, vararg other: Int): Int\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun maxOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun maxOf(a: Float, vararg other: Float): Float\n\n/**\n * Returns the greater of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun maxOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns the greater of the given values according to the order specified by the given [comparator].\n * \n * If there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>): T {\n   var max = a\n   for (e in other) if (comparator.compare(max, e) < 0) max = e\n   return max\n}\n\n/**\n * Returns the smaller of two values.\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T): T\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short): Short\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int): Int\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long): Long\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float): Float\n\n/**\n * Returns the smaller of two values.\n * \n * If either value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double): Double\n\n/**\n * Returns the smaller of three values.\n * \n * If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin(\"1.1\")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short, c: Short): Short\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the smaller of three values according to the order specified by the given [comparator].\n * \n * If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n   return minOf(a, minOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the smaller of two values according to the order specified by the given [comparator].\n * \n * If values are equal, returns the first one.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {\n   return if (comparator.compare(a, b) <= 0) a else b\n}\n\n/**\n * Returns the smaller of the given values.\n * \n * If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun <T : Comparable<T>> minOf(a: T, vararg other: T): T\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun minOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun minOf(a: Short, vararg other: Short): Short\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun minOf(a:

Int, vararg other: Int): Int\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun minOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun minOf(a: Float, vararg other: Float): Float\n\n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun minOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns the smaller of the given values according to the order specified by the given [comparator].\n * \n * If there are multiple equal minimal values, returns the first of them.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> minOf(a: T, vararg other: T, comparator: Comparator<in T>): T {\n var min = a\n for (e in other) if (comparator.compare(min, e) > 0) min = e\n return min\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to entries of this map in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K, V>.firstNotNullOf(transform: (Map.Entry<K, V>) -> R?): R {\n return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException(\"No element of the map was transformed to a non-null value.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to entries of this map in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K, V>.firstNotNullOfOrNull(transform: (Map.Entry<K, V>) -> R?): R? {\n for (element in this) {\n val result = transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n * Returns a [List] containing all key-value pairs.\n */\npublic fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {\n if (size == 0)\n return emptyList()\n val iterator = entries.iterator()\n if (!iterator.hasNext())\n return emptyList()\n val first = iterator.next()\n if (!iterator.hasNext())\n return listOf(first.toPair())\n val result = ArrayList<Pair<K, V>>(size)\n result.add(first.toPair())\n do {\n result.add(iterator.next().toPair())\n } while (iterator.hasNext())\n return result\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.\n * \n * @sample samples.collections.Maps.Transformations.flatMap\n */\npublic inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequence\")\npublic inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].\n */\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapSequenceTo\")\npublic inline fun <K, V, R, C :

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MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Sequence<R>): C {\n    for (element in this) {\n        val list = transform(element)\n        destination.addAll(list)\n    }\n    return destination\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each entry in the original map.\n * \n * @sample samples.collections.Maps.Transformations.mapToList\n */\npublic inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {\n    return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each entry in the original map.\n * \n * @sample samples.collections.Maps.Transformations.mapNotNull\n */\npublic inline fun <K, V, R : Any> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {\n    return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each entry in the original map\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <K, V, R : Any, C : MutableCollection<in R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {\n    forEach { element -> transform(element)?.let { destination.add(it) } }\n    return destination\n}\n\n/**\n * Applies the given [transform] function to each entry of the original map\n * and appends the results to the given [destination].\n */\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C {\n    for (item in this)\n        destination.add(transform(item))\n    return destination\n}\n\n/**\n * Returns `true` if all entries match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n    if (isEmpty()) return true\n    for (element in this) if (!predicate(element)) return false\n    return true\n}\n\n/**\n * Returns `true` if map has at least one entry.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <K, V> Map<out K, V>.any(): Boolean {\n    return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one entry matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n    if (isEmpty()) return false\n    for (element in this) if (predicate(element)) return true\n    return false\n}\n\n/**\n * Returns the number of entries in this map.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.count(): Int {\n    return size\n}\n\n/**\n * Returns the number of entries matching the given [predicate].\n */\npublic inline fun <K, V> Map<out K, V>.count(predicate: (Map.Entry<K, V>) -> Boolean): Int {\n    if (isEmpty()) return 0\n    var count = 0\n    for (element in this) if (predicate(element)) ++count\n    return count\n}\n\n/**\n * Performs the given [action] on each entry.\n */\n@kotlin.internal.HidesMembers\npublic inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>) -> Unit): Unit {\n    for (element in this) action(element)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n    return maxByOrNull(selector)\n}\n\n/**\n * Returns the first entry yielding the largest value of the given function or `null` if there are no entries.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n    return entries.maxByOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Double): Double {\n    return entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n
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*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOf(selector:
(Map.Entry<K, V>) -> Float): Float {\n    return entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value
among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * @throws
NoSuchElementException if the map is empty.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {\n    return entries.maxOf(selector)\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there
are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n    return
entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n    return
entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n    return entries.maxOfOrNull(selector)\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.maxOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {\n    return
entries.maxOfWith(comparator, selector)\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each entry in the map or `null` if there
are no entries.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n    return
entries.maxOfWithOrNull(comparator, selector)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\",
ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince
= \"1.5\", hiddenSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n    return
maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first entry having the largest value according to the provided
[comparator] or `null` if there are no entries.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> Map<out K, V>.maxWithOrNull(comparator: Comparator<in Map.Entry<K, V>>):
Map.Entry<K, V>? {\n    return entries.maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minByOrNull
instead.\", ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\",
errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.minBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n    return minByOrNull(selector)\n}\n\n/**\n
* Returns the first entry yielding the smallest value of the given function or `null` if there are no entries.\n * \n *
@sample samples.collections.Collections.Aggregates.minByOrNull\n
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*/\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n   return entries.minByOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Double): Double {\n   return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> Float): Float {\n   return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOf(selector: (Map.Entry<K, V>) -> R): R {\n   return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n   return entries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n   return entries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n   return entries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {\n   return entries.minOfWith(comparator, selector)\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.minOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n   return entries.minOfWithOrNull(comparator, selector)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince

= \"1.5\", hiddenSince = \"1.6\")\npublic fun <K, V> Map<out K, V>.minWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n   return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first entry having the smallest value according to the provided [comparator] or `null` if there are no entries.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n   return entries.minWithOrNull(comparator)\n}\n\n/**\n * Returns `true` if the map has no entries.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <K, V> Map<out K, V>.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if no entries match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <K, V> Map<out K, V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n   if (isEmpty()) return true\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Performs the given [action] on each entry and returns the map itself afterwards.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <K, V, M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each entry, providing sequential index with the entry,\n * and returns the map itself afterwards.\n * @param [action] function that takes the index of an entry and the entry itself\n * and performs the action on the entry.\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <K, V, M : Map<out K, V>> M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M {\n   return apply { entries.forEachIndexed(action) }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {\n   return entries\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.\n */\npublic fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {\n   return entries.asSequence()\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\n// 10 mappings totally\ninternal fun Char.titlecaseImpl(): String {\n   val uppercase = uppercase()\n   if (uppercase.length > 1) {\n   return if (this == '\\u0149') uppercase else uppercase[0] + uppercase.substring(1).lowercase()\n   }\n   return titlecaseChar().toString()\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.\n */\n@Deprecated(\"Use lowercaseChar() instead.\", ReplaceWith(\"lowercaseChar()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toLowerCase(): Char = lowercaseChar()\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character mapping use the [lowercase] function.\n * If this character has no mapping equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.lowercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.lowercaseChar(): Char = lowercase()[0]\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example, `'\\u0130'.lowercase()` returns `\"\\u0069\\u0307\"`,\n * where `'\\u0130'` is the LATIN CAPITAL LETTER I WITH DOT ABOVE character (`'\u0130'`).\n * If this character has no lower case mapping, the result of `toString()` of this char is returned.\n *\n * @sample samples.text.Chars.lowercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.lowercase(): String = toString().asDynamic().toLowerCase().unsafeCast<String>()\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n

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*/\n@Deprecated(\"Use uppercaseChar() instead.\",
ReplaceWith(\"uppercaseChar()\"))\n@DeprecatedSinceKotlin(warningSince =
\"1.5\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Char.toUpperCase(): Char =
uppercaseChar()\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant
locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character
mapping use the [uppercase] function.\n * If this character has no mapping equivalent, the character itself is
returned.\n *\n * @sample samples.text.Chars.uppercase\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Char.uppercaseChar(): Char {\n    val uppercase = uppercase()\n    return if (uppercase.length > 1) this else
uppercase[0]\n}\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant
locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned string can be
greater than one.\n * For example, `\\uFB00'.uppercase()` returns `\"\\u0046\\u0046\"`,\n * where `\\uFB00'` is the
LATIN SMALL LIGATURE FF character (`\ufb00`).\n * If this character has no upper case mapping, the result of
`toString()` of this char is returned.\n *\n * @sample samples.text.Chars.uppercase\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c actual inline fun Char.uppercase(): String = toString().asDynamic().toUpperCase().unsafeCast<String>()\n\n/**\n
* Converts this character to title case using Unicode mapping rules of the invariant locale.\n *\n * This function
performs one-to-one character mapping.\n * To support one-to-many character mapping use the [titlecase]
function.\n * If this character has no mapping equivalent, the result of calling [uppercaseChar] is returned.\n *\n *
@sample samples.text.Chars.titlecase\n */\n@SinceKotlin(\"1.5\")\npublic actual fun Char.titlecaseChar(): Char =
titlecaseCharImpl()\n\n/**\n * Returns `true` if this character is a Unicode high-surrogate code unit (also known as
leading-surrogate code unit).\n */\npublic actual fun Char.isHighSurrogate(): Boolean = this in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE\n\n/**\n * Returns `true` if this character is a
Unicode low-surrogate code unit (also known as trailing-surrogate code unit).\n */\npublic actual fun
Char.isLowSurrogate(): Boolean = this in
Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE\n\n/**\n * Returns the Unicode general
category of this character.\n */\n@SinceKotlin(\"1.5\")\npublic actual val Char.category: CharCategory\n    get() =
CharCategory.valueOf(getCategoryValue())\n\n/**\n * Returns `true` if this character (Unicode code point) is
defined in Unicode.\n *\n * A character is considered to be defined in Unicode if its [category] is not
[CharCategory.UNASSIGNED].\n */\n@SinceKotlin(\"1.5\")\npublic actual fun Char.isDefined(): Boolean {\n    if
(this < '\\u0080') {\n        return true\n    }\n    return getCategoryValue() !=
CharCategory.UNASSIGNED.value\n}\n\n/**\n * Returns `true` if this character is a letter.\n *\n * A character is
considered to be a letter if its [category] is [CharCategory.UPPERCASE_LETTER],\n *
[CharCategory.LOWERCASE_LETTER], [CharCategory.TITLECASE_LETTER],
[CharCategory.MODIFIER_LETTER], or [CharCategory.OTHER_LETTER].\n *\n * @sample
samples.text.Chars.isLetter\n */\n@SinceKotlin(\"1.5\")\npublic actual fun Char.isLetter(): Boolean {\n    if (this in
'a'..'z' || this in 'A'..'Z') {\n        return true\n    }\n    if (this < '\\u0080') {\n        return false\n    }\n    return
isLetterImpl()\n}\n\n/**\n * Returns `true` if this character is a letter or digit.\n *\n * @see isLetter\n * @see
isDigit\n *\n * @sample samples.text.Chars.isLetterOrDigit\n */\n@SinceKotlin(\"1.5\")\npublic actual fun
Char.isLetterOrDigit(): Boolean {\n    if (this in 'a'..'z' || this in 'A'..'Z' || this in '0'..'9') {\n        return true\n    }\n    if
(this < '\\u0080') {\n        return false\n    }\n\n    return isDigitImpl() || isLetterImpl()\n}\n\n/**\n * Returns `true` if
this character is a digit.\n *\n * A character is considered to be a digit if its [category] is
[CharCategory.DECIMAL_DIGIT_NUMBER].\n *\n * @sample samples.text.Chars.isDigit\n
*/\n@SinceKotlin(\"1.5\")\npublic actual fun Char.isDigit(): Boolean {\n    if (this in '0'..'9') {\n        return true\n
}\n    if (this < '\\u0080') {\n        return false\n    }\n    return isDigitImpl()\n}\n\n/**\n * Returns `true` if this
character is upper case.\n *\n * A character is considered to be an upper case character if its [category] is
[CharCategory.UPPERCASE_LETTER],\n * or it has contributory property Other_Uppercase as defined by the
Unicode Standard.\n *\n * @sample samples.text.Chars.isUpperCase\n */\n@SinceKotlin(\"1.5\")\npublic actual fun
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Char.isUpperCase(): Boolean {\n   if (this in 'A'..'Z') {\n   return true\n   }\n   if (this < '\\u0080') {\n   return false\n   }\n   return isUpperCaseImpl()\n}\n\n/**\n * Returns `true` if this character is lower case.\n *\n * A character is considered to be a lower case character if its [category] is [CharCategory.LOWERCASE_LETTER],\n * or it has contributory property Other_Lowercase as defined by the Unicode Standard.\n *\n * @sample samples.text.Chars.isLowerCase\n */\n@SinceKotlin(\"1.5\")\npublic actual fun Char.isLowerCase(): Boolean {\n   if (this in 'a'..'z') {\n   return true\n   }\n   if (this < '\\u0080') {\n   return false\n   }\n   return isLowerCaseImpl()\n}\n\n/**\n * Returns `true` if this character is a title case letter.\n *\n * A character is considered to be a title case letter if its [category] is [CharCategory.TITLECASE_LETTER].\n *\n * @sample samples.text.Chars.isTitleCase\n */\n@SinceKotlin(\"1.5\")\npublic actual fun Char.isTitleCase(): Boolean {\n   if (this < '\\u0080') {\n   return false\n   }\n   return getCategoryValue() == CharCategory.TITLECASE_LETTER.value\n}\n\n/**\n * Returns `true` if this character is an ISO control character.\n *\n * A character is considered to be an ISO control character if its [category] is [CharCategory.CONTROL],\n * meaning the Char is in the range `'\\u0000'..'\\u001F'` or in the range `'\\u007F'..'\\u009F'`.\n *\n * @sample samples.text.Chars.isISOControl\n */\n@SinceKotlin(\"1.5\")\npublic actual fun Char.isISOControl(): Boolean {\n   return this <= '\\u001F' || this in '\\u007F'..'\\u009F'\n}\n\n/**\n * Determines whether a character is whitespace according to the Unicode standard.\n * Returns `true` if the character is whitespace.\n *\n * @sample samples.text.Chars.isWhitespace\n */\npublic actual fun Char.isWhitespace(): Boolean = isWhitespaceImpl()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n/**\n * Converts the characters in the specified array to a string.\n */\n@SinceKotlin(\"1.2\")\n@Deprecated(\"Use CharArray.concatToString() instead\", ReplaceWith(\"chars.concatToString()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\")\npublic actual fun String(chars: CharArray): String {\n   var result = \"\"\n   for (char in chars) {\n   result += char\n   }\n   return result\n}\n\n/**\n * Converts the characters from a portion of the specified array to a string.\n *\n * @throws IndexOutOfBoundsException if either [offset] or [length] are less than zero\n * or `offset + length` is out of [chars] array bounds.\n */\n@SinceKotlin(\"1.2\")\n@Deprecated(\"Use CharArray.concatToString(startIndex, endIndex) instead\", ReplaceWith(\"chars.concatToString(offset, offset + length)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\")\npublic actual fun String(chars: CharArray, offset: Int, length: Int): String {\n   if (offset < 0 || length < 0 || chars.size - offset < length)\n   throw IndexOutOfBoundsException(\"size: ${chars.size}; offset: $offset; length: $length\")\n   var result = \"\"\n   for (index in offset until offset + length) {\n   result += chars[index]\n   }\n   return result\n}\n\n/**\n * Concatenates characters in this [CharArray] into a String.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun CharArray.concatToString(): String {\n   var result = \"\"\n   for (char in this) {\n   result += char\n   }\n   return result\n}\n\n/**\n * Concatenates characters in this [CharArray] or its subrange into a String.\n *\n * @param startIndex the beginning (inclusive) of the subrange of characters, 0 by default.\n * @param endIndex the end (exclusive) of the subrange of characters, size of this array by default.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {\n   AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n   var result = \"\"\n   for (index in startIndex until endIndex) {\n   result += this[index]\n   }\n   return result\n}\n\n/**\n * Returns a [CharArray] containing characters of this string.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun String.toCharArray(): CharArray {\n   return CharArray(length) { get(it) }\n}\n\n/**\n * Returns a [CharArray] containing characters of this string or its substring.\n *\n * @param startIndex the beginning (inclusive) of the substring, 0 by default.\n * @param endIndex the end (exclusive) of the substring, length of this string by default.\n

*\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n return CharArray(endIndex - startIndex) { get(startIndex + it) }\n}\n\n/**\n * Decodes a string from the bytes in UTF-8 encoding in this array.\n *\n * Malformed byte sequences are replaced by the replacement char `\\uFFFD`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun ByteArray.decodeToString(): String {\n return decodeUtf8(this, 0, size, false)\n}\n\n/**\n * Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.\n *\n * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.\n * @param throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the replacement char `\\uFFFD`.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte sequence and [throwOnInvalidSequence] is true.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun ByteArray.decodeToString(\n startIndex: Int = 0,\n endIndex: Int = this.size,\n throwOnInvalidSequence: Boolean = false\n): String {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)\n}\n\n/**\n * Encodes this string to an array of bytes in UTF-8 encoding.\n *\n * Any malformed char sequence is replaced by the replacement byte sequence.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun String.encodeToByteArray(): ByteArray {\n return encodeUtf8(this, 0, length, false)\n}\n\n/**\n * Encodes this string or its substring to an array of bytes in UTF-8 encoding.\n *\n * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.\n * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.\n * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.encodeToByteArray(\n startIndex: Int = 0,\n endIndex: Int = this.length,\n throwOnInvalidSequence: Boolean = false\n): ByteArray {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)\n}\n\n/**\n * Returns a copy of this string converted to upper case using the rules of the default locale.\n */\n@Deprecated(\"Use uppercase() instead.\", ReplaceWith(\"uppercase()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()\n\n/**\n * Returns a copy of this string converted to upper case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n * @sample samples.text.Strings.uppercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun String.uppercase(): String = asDynamic().toUpperCase()\n\n/**\n * Returns a copy of this string converted to lower case using the rules of the default locale.\n */\n@Deprecated(\"Use lowercase() instead.\", ReplaceWith(\"lowercase()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toLowerCase(): String =

asDynamic().toLowerCase()\n\n/**\n * Returns a copy of this string converted to lower case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n * @sample samples.text.Strings.lowercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun String.lowercase(): String = asDynamic().toLowerCase()\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)\n\n@kotlin.internal.InlineOnly\npublic actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)\n\n@kotlin.internal.InlineOnly\npublic actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)\n\n@Deprecated(\"Use String.plus() instead\", ReplaceWith(\"this + str\"))\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun String.concat(str: String): String = asDynamic().concat(str)\n\n@Deprecated(\"Use Regex.findAll() instead or invoke matches() on String dynamically: this.asDynamic().match(regex)\")\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@kotlin.internal.InlineOnly\npublic inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)\n\n//native public fun String.trim(): String\n//TODO: String.replace to implement effective trimLeading and trimTrailing\n\n@kotlin.internal.InlineOnly\ninternal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)\n\n/**\n * Compares two strings lexicographically, optionally ignoring case differences.\n *\n * If [ignoreCase] is true, the result of `Char.uppercaseChar().lowercaseChar()` on each character is compared.\n */\n@SinceKotlin(\"1.2\")\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {\n   if (ignoreCase) {\n   val n1 = this.length\n   val n2 = other.length\n   val min = minOf(n1, n2)\n   if (min == 0) return n1 - n2\n   for (index in 0 until min) {\n   var thisChar = this[index]\n   var otherChar = other[index]\n\n   if (thisChar != otherChar) {\n   thisChar = thisChar.uppercaseChar()\n   otherChar = otherChar.uppercaseChar()\n\n   if (thisChar != otherChar) {\n   thisChar = thisChar.lowercaseChar()\n   otherChar = otherChar.lowercaseChar()\n\n   if (thisChar != otherChar) {\n   return thisChar.compareTo(otherChar)\n   }\n   }\n   }\n   }\n   return n1 - n2\n   } else {\n   return compareTo(other)\n   }\n}\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the contents of the specified [other],\n * i.e. both char sequences contain the same number of the same characters in the same order.\n *\n * @sample samples.text.Strings.contentEquals\n */\n@SinceKotlin(\"1.5\")\npublic actual infix fun CharSequence?.contentEquals(other: CharSequence?): Boolean = contentEqualsImpl(other)\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the contents of the specified [other], optionally ignoring case difference.\n *\n * @param ignoreCase `true` to ignore character case when comparing contents.\n *\n * @sample samples.text.Strings.contentEquals\n */\n@SinceKotlin(\"1.5\")\npublic actual fun CharSequence?.contentEquals(other: CharSequence?, ignoreCase: Boolean): Boolean {\n   return if (ignoreCase)\n   this.contentEqualsIgnoreCaseImpl(other)\n   else\n   this.contentEqualsImpl(other)\n}\n\n\nprivate val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }\n\n@SinceKotlin(\"1.2\")\npublic actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>\n   get() = STRING_CASE_INSENSITIVE_ORDER\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CharsKt\")\n\npackage kotlin.text\n\n/**\n * Returns the numeric value of the decimal digit that this Char represents.\n * Throws an exception if this Char is not a valid decimal digit.\n *\n * A Char is considered to represent a decimal digit if [isDigit] is true for the Char.\n * In this case, the Unicode decimal digit value of the character is returned.\n *\n * @sample samples.text.Chars.digitToInt\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToInt(): Int {\n   return digitOf(this, 10).also {\n   if (it < 0) throw IllegalArgumentException(\"Char $this is not a decimal digit\")\n   }\n}\n\n/**\n * Returns the numeric value of the digit that this Char represents in the specified [radix].\n * Throws an exception if the [radix] is not in the range `2..36` or if this Char is not a valid digit in the specified [radix].\n *\n * A Char is considered to represent a digit in the specified [radix] if at least one of the following is true:\n * - [isDigit] is `true` for the Char and the Unicode decimal digit value of the character is less than the specified [radix]. In this case the decimal digit value is returned.\n * - The Char is one of the uppercase Latin letters 'A' through 'Z' and its [code] is less than `radix + 'A'.code - 10`. In this case, `this.code - 'A'.code + 10` is returned.\n * - The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than `radix + 'a'.code - 10`. In this case, `this.code - 'a'.code + 10` is returned.\n * - The Char is one of the fullwidth Latin capital letters '\\uFF21' through '\\uFF3A' and its [code] is less than `radix + 0xFF21 - 10`. In this case, `this.code - 0xFF21 + 10` is returned.\n * - The Char is one of the fullwidth Latin small letters '\\uFF41' through '\\uFF5A' and its [code] is less than `radix + 0xFF41 - 10`. In this case, `this.code - 0xFF41 + 10` is returned.\n *\n * @sample samples.text.Chars.digitToInt\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToInt(radix: Int): Int {\n   return digitToIntOrNull(radix) ?: throw IllegalArgumentException(\"Char $this is not a digit in the given radix=$radix\")\n}\n\n/**\n *\n * Returns the numeric value of the decimal digit that this Char represents, or `null` if this Char is not a valid decimal digit.\n *\n * A Char is considered to represent a decimal digit if [isDigit] is true for the Char.\n * In this case, the Unicode decimal digit value of the character is returned.\n *\n * @sample samples.text.Chars.digitToIntOrNull\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToIntOrNull(): Int? {\n   return digitOf(this, 10).takeIf { it >= 0 }\n}\n\n/**\n * Returns the numeric value of the digit that this Char represents in the specified [radix], or `null` if this Char is not a valid digit in the specified [radix].\n * Throws an exception if the [radix] is not in the range `2..36`.\n *\n * A Char is considered to represent a digit in the specified [radix] if at least one of the following is true:\n * - [isDigit] is `true` for the Char and the Unicode decimal digit value of the character is less than the specified [radix]. In this case the decimal digit value is returned.\n * - The Char is one of the uppercase Latin letters 'A' through 'Z' and its [code] is less than `radix + 'A'.code - 10`. In this case, `this.code - 'A'.code + 10` is returned.\n * - The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than `radix + 'a'.code - 10`. In this case, `this.code - 'a'.code + 10` is returned.\n * - The Char is one of the fullwidth Latin capital letters '\\uFF21' through '\\uFF3A' and its [code] is less than `radix + 0xFF21 - 10`. In this case, `this.code - 0xFF21 + 10` is returned.\n * - The Char is one of the fullwidth Latin small letters '\\uFF41' through '\\uFF5A' and its [code] is less than `radix + 0xFF41 - 10`. In this case, `this.code - 0xFF41 + 10` is returned.\n *\n * @sample samples.text.Chars.digitToIntOrNull\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToIntOrNull(radix: Int): Int? {\n   checkRadix(radix)\n   return digitOf(this, radix).takeIf { it >= 0 }\n}\n\n/**\n * Returns the Char that represents this decimal digit.\n * Throws an exception if this value is not in the range `0..9`.\n *\n * If this value is in `0..9`, the decimal digit Char with code `'0'.code + this` is returned.\n *\n * @sample samples.text.Chars.digitToChar\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(): Char {\n   if (this in 0..9) {\n   return '0' + this\n   }\n   throw IllegalArgumentException(\"Int $this is not a decimal digit\")\n}\n\n/**\n * Returns the Char that represents this numeric digit value in the specified [radix].\n * Throws an exception if the [radix] is not in the range `2..36` or if this value is not in the range `0 until radix`.\n *\n * If this value is less than `10`, the decimal digit Char with code `'0'.code + this` is returned.\n * Otherwise, the uppercase

Latin letter with code `'A'.code + this - 10` is returned.\n *\n * @sample samples.text.Chars.digitToChar\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(radix: Int): Char {\n   if (radix !in 2..36) {\n   throw IllegalArgumentException(\"Invalid radix: $radix. Valid radix values are in range 2..36\")\n   }\n   if (this < 0 || this >= radix) {\n   throw IllegalArgumentException(\"Digit $this does not represent a valid digit in radix $radix\")\n   }\n   return if (this < 10) {\n   '0' + this\n   } else {\n   'A' + this - 10\n   }\n}\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.\n */\n@Deprecated(\"Use lowercaseChar() instead.\", ReplaceWith(\"lowercaseChar()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic expect fun Char.toLowerCase(): Char\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character mapping use the [lowercase] function.\n * If this character has no mapping equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.lowercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Char.lowercaseChar(): Char\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example, `'\\u0130'.lowercase()` returns `\"\\u0069\\u0307\"`,\n * where `'\\u0130'` is the LATIN CAPITAL LETTER I WITH DOT ABOVE character (`\ufffd\ufffd`).\n * If this character has no lower case mapping, the result of `toString()` of this char is returned.\n *\n * @sample samples.text.Chars.lowercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Char.lowercase(): String\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n */\n@Deprecated(\"Use uppercaseChar() instead.\", ReplaceWith(\"uppercaseChar()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic expect fun Char.toUpperCase(): Char\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character mapping use the [uppercase] function.\n * If this character has no mapping equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.uppercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Char.uppercaseChar(): Char\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example, `'\\uFB00'.uppercase()` returns `\"\\u0046\\u0046\"`,\n * where `'\\uFB00'` is the LATIN SMALL LIGATURE FF character (`\ufffd\ufffd\ufffd`).\n * If this character has no upper case mapping, the result of `toString()` of this char is returned.\n *\n * @sample samples.text.Chars.uppercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Char.uppercase(): String\n\n/**\n * Converts this character to title case using Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many character mapping use the [titlecase] function.\n * If this character has no mapping equivalent, the result of calling [uppercaseChar] is returned.\n *\n * @sample samples.text.Chars.titlecase\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.titlecaseChar(): Char\n\n/**\n * Converts this character to title case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example, `'\\uFB00'.titlecase()` returns `\"\\u0046\\u0066\"`,\n * where `'\\uFB00'` is the LATIN SMALL LIGATURE FF character (`\ufffd\ufffd\ufffd`).\n * If this character has no title case mapping, the result of [uppercase] is returned instead.\n *\n * @sample samples.text.Chars.titlecase\n */\n@SinceKotlin(\"1.5\")\npublic fun Char.titlecase(): String = titlecaseImpl()\n\n/**\n * Concatenates this Char and a String.\n *\n * @sample samples.text.Chars.plus\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun Char.plus(other: String): String = this.toString() + other\n\n/**\n * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.\n *\n * Two characters are considered equal ignoring case if `Char.uppercaseChar().lowercaseChar()` on each character produces the same result.\n *\n * @param ignoreCase

`true` to ignore character case when comparing characters. By default `false`.\n * @sample samples.text.Chars.equals\n */\npublic fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {\n   if (this == other) return true\n   if (!ignoreCase) return false\n\n   val thisUpper = this.uppercaseChar()\n   val otherUpper = other.uppercaseChar()\n\n   return thisUpper == otherUpper || thisUpper.lowercaseChar() == otherUpper.lowercaseChar()\n}\n\n/**\n * Returns `true` if this character is a Unicode surrogate code unit.\n */\npublic fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE\n\n/**\n * Returns the Unicode general category of this character.\n */\n@SinceKotlin(\"1.5\")\npublic expect val Char.category: CharCategory\n\n/**\n * Returns `true` if this character (Unicode code point) is defined in Unicode.\n *\n * A character is considered to be defined in Unicode if its [category] is not [CharCategory.UNASSIGNED].\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isDefined(): Boolean\n\n/**\n * Returns `true` if this character is a letter.\n *\n * A character is considered to be a letter if its [category] is [CharCategory.UPPERCASE_LETTER],\n * [CharCategory.LOWERCASE_LETTER], [CharCategory.TITLECASE_LETTER], [CharCategory.MODIFIER_LETTER], or [CharCategory.OTHER_LETTER].\n *\n * @sample samples.text.Chars.isLetter\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isLetter(): Boolean\n\n/**\n * Returns `true` if this character is a letter or digit.\n *\n * @see isLetter\n * @see isDigit\n *\n * @sample samples.text.Chars.isLetterOrDigit\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isLetterOrDigit(): Boolean\n\n/**\n * Returns `true` if this character is a digit.\n *\n * A character is considered to be a digit if its [category] is [CharCategory.DECIMAL_DIGIT_NUMBER].\n *\n * @sample samples.text.Chars.isDigit\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isDigit(): Boolean\n\n/**\n * Returns `true` if this character is upper case.\n *\n * A character is considered to be an upper case character if its [category] is [CharCategory.UPPERCASE_LETTER],\n * or it has contributory property Other_Uppercase as defined by the Unicode Standard.\n *\n * @sample samples.text.Chars.isUpperCase\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isUpperCase(): Boolean\n\n/**\n * Returns `true` if this character is lower case.\n *\n * A character is considered to be a lower case character if its [category] is [CharCategory.LOWERCASE_LETTER],\n * or it has contributory property Other_Lowercase as defined by the Unicode Standard.\n *\n * @sample samples.text.Chars.isLowerCase\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isLowerCase(): Boolean\n\n/**\n * Returns `true` if this character is a title case letter.\n *\n * A character is considered to be a title case letter if its [category] is [CharCategory.TITLECASE_LETTER].\n *\n * @sample samples.text.Chars.isTitleCase\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isTitleCase(): Boolean\n\n/**\n * Returns `true` if this character is an ISO control character.\n *\n * A character is considered to be an ISO control character if its [category] is [CharCategory.CONTROL],\n * meaning the Char is in the range `'\\u0000'..'\\u001F'` or in the range `'\\u007F'..'\\u009F'`.\n *\n * @sample samples.text.Chars.isISOControl\n */\n@SinceKotlin(\"1.5\")\npublic expect fun Char.isISOControl(): Boolean\n\n/**\n * Determines whether a character is whitespace according to the Unicode standard.\n * Returns `true` if the character is whitespace.\n *\n * @sample samples.text.Chars.isWhitespace\n */\npublic expect fun Char.isWhitespace(): Boolean\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\n/**\n * Creates a Char with the specified [code], or throws an exception if the [code] is out of `Char.MIN_VALUE.code..Char.MAX_VALUE.code`.\n *\n * If the program that calls this function is written in a way that only valid [code] is passed as the argument,\n * using the overload that takes a [UShort] argument is preferable (`Char(intValue.toUShort())`).\n * That overload doesn't check validity of the argument, and may improve program performance when the function is called routinely inside a loop.\n *\n * @sample samples.text.Chars.charFromCode\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Char(code: Int): Char {\n   if (code < Char.MIN_VALUE.code || code > Char.MAX_VALUE.code) {\n   throw IllegalArgumentException(\"Invalid Char code: $code\")\n   }\n   return code.toChar()\n}\n\n/**\n * Creates a Char with the specified [code].\n *\n * @sample samples.text.Chars.charFromCode\n

*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"NO_ACTUAL_FOR_EXPECT\")\npublic expect fun Char(code: UShort): Char\n\n/**\n * Returns the code of this Char.\n *\n * Code of a Char is the value it was constructed with, and the UTF-16 code unit corresponding to this Char.\n *\n * @sample samples.text.Chars.code\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Suppress(\"DEPRECATION\")\npublic inline val Char.code: Int get() = this.toInt()\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequencesKt\")\n\npackage kotlin.sequences\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns `true` if [element] is found in the sequence.\n *\n * The operation is _terminal_.\n */\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {\n   return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic fun <T> Sequence<T>.elementAt(index: Int): T {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"Sequence doesn't contain element at index $index.\") }\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\npublic fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n   if (index < 0)\n   return defaultValue(index)\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\npublic fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {\n   if (index < 0)\n   return null\n   val iterator = iterator()\n   var count = 0\n   while (iterator.hasNext()) {\n   val element = iterator.next()\n   if (index == count++)\n   return element\n   }\n   return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {\n   return firstOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {\n   return lastOrNull(predicate)\n}\n\n/**\n * Returns first element.\n * @throws [NoSuchElementException] if the sequence is empty.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.first(): T {\n   val iterator = iterator()\n   if (!iterator.hasNext())\n   throw NoSuchElementException(\"Sequence is empty.\")\n   return iterator.next()\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {\n   for (element in this) if (predicate(element)) return element\n   throw NoSuchElementException(\"Sequence contains no element matching the predicate.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements of this sequence in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Sequence<T>.firstNotNullOf(transform: (T) -> R?): R {\n   return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException(\"No element of the sequence was transformed to a non-null value.\")\n}\n\n/**\n *

Returns the first non-null value produced by [transform] function being applied to elements of this sequence in iteration order,\n * or `null` if no non-null value was produced.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any> Sequence<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n for (element in this) {\n val result = transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n * Returns the first element, or `null` if the sequence is empty.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.firstOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext())\n return null\n return iterator.next()\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns first index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (element == item)\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (predicate(item))\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n var lastIndex = -1\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (predicate(item))\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns the last element.\n *\n * The operation is _terminal_.\n * \n * @throws NoSuchElementException if the sequence is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Sequence<T>.last(): T {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException(\"Sequence is empty.\")\n var last = iterator.next()\n while (iterator.hasNext())\n last = iterator.next()\n return last\n}\n\n/**\n * Returns the last element matching the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Sequence<T>.last(predicate: (T) -> Boolean): T {\n var last: T? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n last = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Sequence contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return last as T\n}\n\n/**\n * Returns last index of [element], or -1 if the sequence does not contain element.\n *\n * The operation is _terminal_.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {\n var lastIndex = -1\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if (element == item)\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns the last element, or `null` if the sequence is empty.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Sequence<T>.lastOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext())\n return null\n var last = iterator.next()\n while (iterator.hasNext())\n last = iterator.next()\n return last\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n var last: T? = null\n for (element in this) {\n if (predicate(element)) {\n last = element\n }\n }\n return last\n}\n\n/**\n * Returns the single element, or throws an exception if the sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.single(): T {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException(\"Sequence is empty.\")\n val single =

iterator.next()\n   if (iterator.hasNext())\n   throw IllegalArgumentException(\"Sequence has more than one element.\")\n   return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.single(predicate: (T) -> Boolean): T {\n   var single: T? = null\n   var found = false\n   for (element in this) {\n   if (predicate(element)) {\n   if (found) throw IllegalArgumentException(\"Sequence contains more than one matching element.\")\n   single = element\n   found = true\n   }\n   }\n   if (!found) throw NoSuchElementException(\"Sequence contains no element matching the predicate.\")\n   @Suppress(\"UNCHECKED_CAST\")\n   return single as T\n}\n\n/**\n * Returns single element, or `null` if the sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.singleOrNull(): T? {\n   val iterator = iterator()\n   if (!iterator.hasNext())\n   return null\n   val single = iterator.next()\n   if (iterator.hasNext())\n   return null\n   return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n   var single: T? = null\n   var found = false\n   for (element in this) {\n   if (predicate(element)) {\n   if (found) return null\n   single = element\n   found = true\n   }\n   }\n   if (!found) return null\n   return single\n}\n\n/**\n * Returns a sequence containing all elements except first [n] elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.drop(n: Int): Sequence<T> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return when {\n   n == 0 -> this\n   this is DropTakeSequence -> this.drop(n)\n   else -> DropSequence(this, n)\n   }\n}\n\n/**\n * Returns a sequence containing all elements except first elements that satisfy the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {\n   return DropWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {\n   return FilteringSequence(this, true, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {\n   // TODO: Rewrite with generalized MapFilterIndexingSequence\n   return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Returns a sequence containing all elements that are instances of specified type parameter R.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Filtering.filterIsInstance\n */\npublic inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {\n   @Suppress(\"UNCHECKED_CAST\")\n   return filter { it is R } as Sequence<R>\n}\n\n/**\n * Appends all elements that are instances of specified type parameter R to the given [destination].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Filtering.filterIsInstanceTo\n */\npublic inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {\n   for (element in this) if (element is R) destination.add(element)\n   return destination\n}\n\n/**\n * Returns a sequence containing

all elements not matching the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\npublic fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {\n return FilteringSequence(this, false, predicate)\n}\n\n/**\n * Returns a sequence containing all elements that are not `null`.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Filtering.filterNotNull\n */\npublic fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {\n @Suppress(\"UNCHECKED_CAST\")\n return filterNot { it == null } as Sequence<T>\n}\n\n/**\n * Appends all elements that are not `null` to the given [destination].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Filtering.filterNotNullTo\n */\npublic fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): C {\n for (element in this) if (element != null) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a sequence containing first [n] elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @throws IllegalArgumentException if [n] is negative.\n *\n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Sequence<T>.take(n: Int): Sequence<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return when {\n n == 0 -> emptySequence()\n this is DropTakeSequence -> this.take(n)\n else -> TakeSequence(this, n)\n }\n}\n\n/**\n * Returns a sequence containing first elements satisfying the given [predicate].\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {\n return TakeWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {\n return object : Sequence<T> {\n override fun iterator(): Iterator<T> {\n val sortedList = this@sorted.toMutableList()\n sortedList.sort()\n return sortedList.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <T, R : Comparable<R>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {\n return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic inline fun <T, R : Comparable<R>> Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {\n return object : Sequence<T> {\n

override fun iterator(): Iterator<T> {\n val sortedList = this@sortedWith.toMutableList()\n sortedList.sortWith(comparator)\n return sortedList.iterator()\n }\n }\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to elements of the given sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associate\n */\npublic inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n return associateTo(LinkedHashMap<K, V>(), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given sequence indexed by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateBy\n */\npublic inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n return associateByTo(LinkedHashMap<K, T>(), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateByWithValueTransform\n */\npublic inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given sequence\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateByTo\n */\npublic inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to elements of the given sequence.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateByToWithValueTransform\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateTo\n */\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Returns a [Map] where keys are elements from the given sequence and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.3\")\npublic inline fun <K, V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given sequence,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the

map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.3\")\npublic inline fun <K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n *\n * The operation is _terminal_.\n */\npublic fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toHashSet(): HashSet<T> {\n return toCollection(HashSet<T>())\n}\n\n/**\n * Returns a [List] containing all elements.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toList(): List<T> {\n return this.toMutableList().optimizeReadOnlyList()\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toMutableList(): MutableList<T> {\n return toCollection(ArrayList<T>())\n}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toSet(): Set<T> {\n return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n/**\n * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIterable\")\npublic fun <T, R> Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {\n return FlatteningSequence(this, transform, Iterable<R>::iterator)\n}\n\n/**\n * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {\n return FlatteningSequence(this, transform, Sequence<R>::iterator)\n}\n\n/**\n * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\npublic fun <T, R> Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {\n return flatMapIndexed(this, transform, Iterable<R>::iterator)\n}\n\n/**\n * Returns a single sequence of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequence\")\npublic fun <T, R> Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {\n return flatMapIndexed(this, transform, Sequence<R>::iterator)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each

element\n * and its index in the original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedSequenceTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIterableTo\")\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups elements of the original sequence by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K> Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original sequence by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each element.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K):

Grouping<T, K> {\n   return object : Grouping<T, K> {\n   override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n   override fun keyOf(element: T): K = keySelector(element)\n   }\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to each element in the original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {\n   return TransformingSequence(this, transform)\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {\n   return TransformingIndexedSequence(this, transform)\n}\n\n/**\n * Returns a sequence containing only the non-null results of applying the given [transform] function\n * to each element and its index in the original sequence.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): Sequence<R> {\n   return TransformingIndexedSequence(this, transform).filterNotNull()\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original sequence\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n   forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original sequence\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(checkIndexOverflow(index++), item))\n   return destination\n}\n\n/**\n * Returns a sequence containing only the non-null results of applying the given [transform] function\n * to each element in the original sequence.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n */\npublic fun <T, R : Any> Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {\n   return TransformingSequence(this, transform).filterNotNull()\n}\n\n/**\n * Applies the given [transform] function to each element in the original sequence\n * and appends only the non-null results to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {\n   forEach { element -> transform(element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original sequence\n * and appends the results to the given [destination].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Returns a sequence that wraps each element of the original sequence\n * into an [IndexedValue] containing the index of that element and the element itself.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {\n   return IndexingSequence(this)\n}\n\n/**\n * Returns a sequence containing only distinct elements from the given sequence.\n * \n * Among equal elements of the given sequence, only the first one will be present in the resulting sequence.\n * The elements in the resulting sequence are in the same order as they were in the source sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T> Sequence<T>.distinct(): Sequence<T> {\n   return this.distinctBy { it }\n}\n\n/**\n * Returns a sequence containing only elements from the given sequence\n * having distinct keys returned by the given [selector]

function.\n * \n * Among elements of the given sequence with equal keys, only the first one will be present in the resulting sequence.\n * The elements in the resulting sequence are in the same order as they were in the source sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {\n   return DistinctSequence(this, selector)\n}\n\n/**\n * Returns a new [MutableSet] containing all distinct elements from the given sequence.\n * \n * The returned set preserves the element iteration order of the original sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {\n   val set = LinkedHashSet<T>()\n   for (item in this) set.add(item)\n   return set\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if sequence has at least one element.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun <T> Sequence<T>.any(): Boolean {\n   return iterator().hasNext()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns the number of elements in this sequence.\n *\n * The operation is _terminal_.\n */\npublic fun <T> Sequence<T>.count(): Int {\n   var count = 0\n   for (element in this) checkCountOverflow(++count)\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.count(predicate: (T) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) checkCountOverflow(++count)\n   return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the sequence is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original sequence.\n * \n * Returns the specified [initial] value if the sequence is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T, R> Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n   return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.forEach(action: (T) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(checkIndexOverflow(index++), item)\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Double>.max(): Double? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Float>.max(): Float? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\",

hiddenSince = \"1.6\")\npublic fun <T : Comparable<T>> Sequence<T>.max(): T? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) -> R): T? {\n   return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.maxByOrNull(selector: (T) -> R): T? {\n   val iterator = iterator()\n   if (!iterator.hasNext()) return null\n   var maxElem = iterator.next()\n   if (!iterator.hasNext()) return maxElem\n   var maxValue = selector(maxElem)\n   do {\n   val e = iterator.next()\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   } while (iterator.hasNext())\n   return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the sequence is empty.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOf(selector: (T) -> Double): Double {\n   val iterator = iterator()\n   if (!iterator.hasNext()) throw NoSuchElementException()\n   var maxValue = selector(iterator.next())\n   while (iterator.hasNext()) {\n   val v = selector(iterator.next())\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the sequence is empty.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOf(selector: (T) -> Float): Float {\n   val iterator = iterator()\n   if (!iterator.hasNext()) throw NoSuchElementException()\n   var maxValue = selector(iterator.next())\n   while (iterator.hasNext()) {\n   val v = selector(iterator.next())\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence.\n * \n * @throws NoSuchElementException if the sequence is empty.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {\n   val iterator = iterator()\n   if (!iterator.hasNext()) throw NoSuchElementException()\n   var maxValue = selector(iterator.next())\n   while (iterator.hasNext()) {\n   val v = selector(iterator.next())\n   if (maxValue < v) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Double): Double? {\n   val iterator = iterator()\n   if (!iterator.hasNext()) return null\n   var maxValue = selector(iterator.next())\n   while (iterator.hasNext()) {\n   val v = selector(iterator.next())\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.maxOfOrNull(selector: (T) -> Float): Float? {\n   val iterator = iterator()\n   if (!iterator.hasNext()) return null\n   var maxValue =

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selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (maxValue < v) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence.\n * \n * @throws NoSuchElementException if the sequence is empty.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n    val iterator = iterator()\n    if (!iterator.hasNext()) throw NoSuchElementException()\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence or `null`\n * if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var maxValue = selector(iterator.next())\n    while (iterator.hasNext()) {\n        val v = selector(iterator.next())\n        if (comparator.compare(maxValue, v) < 0) {\n            maxValue = v\n        }\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun Sequence<Double>.maxOrNull(): Double? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        max = maxOf(max, e)\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun Sequence<Float>.maxOrNull(): Float? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        max = maxOf(max, e)\n    }\n    return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (max < e) max = e\n    }\n    return max\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? {\n    return maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Sequence<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n    val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var max = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (comparator.compare(max, e) < 0) max = e\n    }\n    return max\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Double>.min(): Double? {\n    return
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minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\",
ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\",
hiddenSince = \"1.6\")\n@SinceKotlin(\"1.1\")\npublic fun Sequence<Float>.min(): Float? {\n return
minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\",
ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\",
hiddenSince = \"1.6\")\npublic fun <T : Comparable<T>> Sequence<T>.min(): T? {\n return
minOrNull()\n}\n\n@Deprecated(\"Use minByOrNull instead.\",
ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince =
\"1.5\", hiddenSince = \"1.6\")\npublic inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) ->
R): T? {\n return minByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the smallest value of the
given function or `null` if there are no elements.\n *\n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <T, R :
Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var minElem = iterator.next()\n if (!iterator.hasNext()) return minElem\n var
minValue = selector(minElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (minValue >
v) {\n minElem = e\n minValue = v\n }\n } while (iterator.hasNext())\n return
minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result
is `NaN`.\n * \n * @throws NoSuchElementException if the sequence is empty.\n *\n * The operation is
terminal.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOf(selector: (T) ->
Double): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var
minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n
minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
if the sequence is empty.\n *\n * The operation is _terminal_.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOf(selector: (T) ->
Float): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var
minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n
minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n *\n * The operation is _terminal_.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.minOf(selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v
= selector(iterator.next())\n if (minValue > v) {\n minValue = v\n }\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the sequence or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n *\n * The operation is _terminal_.\n
*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOfOrNull(selector:
(T) -> Double): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue =
selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue =
minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced

by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minOfOrNull(selector: (T) -> Float): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Sequence<T>.minOfOrNull(selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence.\n * \n * @throws NoSuchElementException if the sequence is empty.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the sequence or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun Sequence<Double>.minOrNull(): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun Sequence<Float>.minOrNull(): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (min > e) min = e\n }\n return min\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {\n return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {\n

```
val iterator = iterator()\n    if (!iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext()) {\n        val e = iterator.next()\n        if (comparator.compare(min, e) > 0) min = e\n    }\n    return min\n}\n\n/**\n * Returns `true` if the sequence has no elements.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun <T> Sequence<T>.none(): Boolean {\n    return !iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return true\n}\n\n/**\n * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@SinceKotlin(\"1.1\")\npublic fun <T> Sequence<T>.onEach(action: (T) -> Unit): Sequence<T> {\n    return map {\n        action(it)\n        it\n    }\n}\n\n/**\n * Returns a sequence which performs the given [action] on each element of the original sequence as they pass through it.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@SinceKotlin(\"1.4\")\npublic fun <T> Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {\n    return mapIndexed { index, element ->\n        action(index, element)\n        element\n    }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this sequence is empty. If the sequence can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S> Sequence<T>.reduce(operation: (acc: S, T) -> S): S {\n    val iterator = this.iterator()\n    if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty sequence can't be reduced.\")\n    var accumulator: S = iterator.next()\n    while (iterator.hasNext()) {\n        accumulator = operation(accumulator, iterator.next())\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original sequence.\n * \n * Throws an exception if this sequence is empty. If the sequence can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun <S, T : S> Sequence<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n    val iterator = this.iterator()\n    if (!iterator.hasNext()) throw UnsupportedOperationException(\"Empty sequence can't be reduced.\")\n    var index = 1\n    var accumulator: S = iterator.next()\n    while (iterator.hasNext()) {\n        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original sequence.\n * \n * Returns `null` if the sequence is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <S, T : S> Sequence<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {\n    val iterator = this.iterator()\n    if (!iterator.hasNext()) return null\n    var index = 1\n    var accumulator: S = iterator.next()\n    while (iterator.hasNext()) {\n        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the sequence is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
```

*/\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n   val iterator = this.iterator()\n   if (!iterator.hasNext()) return null\n   var accumulator: S = iterator.next()\n   while (iterator.hasNext()) {\n   accumulator = operation(accumulator, iterator.next())\n   }\n   return accumulator\n}\n\n/**\n * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function later because of sequence's lazy nature.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic fun <T, R> Sequence<T>.runningFold(initial: R, operation: (acc: R, T) -> R): Sequence<R> {\n   return sequence {\n   yield(initial)\n   var accumulator = initial\n   for (element in this@runningFold) {\n   accumulator = operation(accumulator, element)\n   yield(accumulator)\n   }\n   }\n}\n\n/**\n * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function later because of sequence's lazy nature.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic fun <T, R> Sequence<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {\n   return sequence {\n   yield(initial)\n   var index = 0\n   var accumulator = initial\n   for (element in this@runningFoldIndexed) {\n   accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n   yield(accumulator)\n   }\n   }\n}\n\n/**\n * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this sequence.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <S, T : S> Sequence<T>.runningReduce(operation: (acc: S, T) -> S): Sequence<S> {\n   return sequence {\n   val iterator = iterator()\n   if (iterator.hasNext()) {\n   var accumulator: S = iterator.next()\n   yield(accumulator)\n   while (iterator.hasNext()) {\n   accumulator = operation(accumulator, iterator.next())\n   yield(accumulator)\n   }\n   }\n   }\n}\n\n/**\n * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\npublic fun <S, T : S> Sequence<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {\n   return sequence {\n   val iterator = iterator()\n   if (iterator.hasNext()) {\n   var accumulator: S = iterator.next()\n   yield(accumulator)\n   var index = 1\n   while (iterator.hasNext()) {\n   accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n   yield(accumulator)\n   }\n   }\n   }\n}\n\n/**\n * Returns a sequence containing successive accumulation

values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function later because of sequence's lazy nature.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {\n   return runningFold(initial, operation)\n}\n\n/**\n * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function later because of sequence's lazy nature.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {\n   var sum: Int = 0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {\n

var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n *\n * The operation is _terminal_.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {\n   return map { it ?: throw IllegalArgumentException(\"null element found in $this.\") }\n}\n\n/**\n * Splits this sequence into a sequence of lists each not exceeding the given [size].\n * \n * The last list in the resulting sequence may have fewer elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {\n   return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this sequence into several lists each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return sequence of results of the [transform] applied to an each list.\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last list may have fewer elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.\n *\n * The operation is _intermediate_ and _stateful_.\n * \n * @sample samples.text.Strings.chunkedTransform\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {\n   return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {\n   return object: Sequence<T> {\n   override fun iterator(): Iterator<T> {\n   var removed = false\n   return this@minus.filter { if (!removed && it == element) { removed = true; false } else true }.iterator()\n   }\n   }\n}\n\n/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.\n * \n * Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * \n * Before Kotlin 1.6, the [elements] array may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {\n   if (elements.isEmpty()) return this\n   return object: Sequence<T> {\n   override fun iterator(): Iterator<T> {\n   val other = elements.convertToSetForSetOperation()\n   return this@minus.filterNot { it in other }.iterator()\n   }\n   }\n}\n\n/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.\n * \n * Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * \n * Before Kotlin 1.6, the [elements] collection may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n *\n * The operation is _intermediate_ and _stateful_.\n */\npublic operator fun <T>

Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {\n return object: Sequence<T> {\n override fun iterator(): Iterator<T> {\n val other = elements.convertToSetForSetOperation()\n if (other.isEmpty())\n return this@minus.iterator()\n else\n return this@minus.filterNot { it in other }.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.\n * \n * Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * \n * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.\n * \n * Before Kotlin 1.6, the [elements] sequence may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {\n return object: Sequence<T> {\n override fun iterator(): Iterator<T> {\n val other = elements.convertToSetForSetOperation()\n if (other.isEmpty())\n return this@minus.iterator()\n else\n return this@minus.filterNot { it in other }.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {\n return minus(element)\n}\n\n/**\n * Splits the original sequence into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n *\n * The operation is _terminal_.\n *\n * @sample samples.collections.Sequences.Transformations.partition\n */\npublic inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n val first = ArrayList<T>()\n val second = ArrayList<T>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence and then the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {\n return sequenceOf(this, sequenceOf(element)).flatten()\n}\n\n/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.\n * \n * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {\n return this.plus(elements.asList())\n}\n\n/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] collection.\n * \n * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {\n return sequenceOf(this, elements.asSequence()).flatten()\n}\n\n/**\n * Returns a sequence containing all elements of original sequence and then all elements of the given [elements] sequence.\n * \n * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from\n * the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n *\n * The operation is _intermediate_ and _stateless_.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {\n return sequenceOf(this, elements).flatten()\n}\n\n/**\n * Returns a sequence containing all elements of the original sequence and then the given [element].\n *\n * The operation is _intermediate_ and _stateless_.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.plusElement(element: T): Sequence<T> {\n return plus(element)\n}\n\n/**\n * Returns a sequence of snapshots of the window of the given [size]\n * sliding along this sequence with the given [step], where each\n * snapshot is a list.\n * \n * Several last lists may have fewer elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.\n * @param size the number of elements to take in each window\n * @param step the

number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<List<T>> {\n   return windowedSequence(size, step, partialWindows, reuseBuffer = false)\n}\n\n/**\n * Returns a sequence of results of applying the given [transform] function to\n * an each list representing a view over the window of the given [size]\n * sliding along this sequence with the given [step].\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last lists may have fewer elements than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {\n   return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Sequences.Transformations.zip\n */\npublic infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {\n   return MergingSequence(this, other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Sequences.Transformations.zipWithTransform\n */\npublic fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {\n   return MergingSequence(this, other, transform)\n}\n\n/**\n * Returns a sequence of pairs of each two adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin(\"1.2\")\npublic fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {\n   return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to an each pair of two adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin(\"1.2\")\npublic fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {\n   return sequence result@ {\n   val iterator = iterator()\n   if (!iterator.hasNext()) return@result\n   var current = iterator.next()\n   while (iterator.hasNext()) {\n   val next = iterator.next()\n   yield(transform(current, next))\n   current = next\n   }\n   }\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): A {\n   buffer.append(prefix)\n   var count = 0\n   for (element in this) {\n   if (++count > 1) buffer.append(separator)\n   if (limit < 0 || count <= limit) {\n   buffer.appendElement(element, transform)\n

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} else break\n    }\n    if (limit >= 0 && count > limit) buffer.append(truncated)\n    buffer.append(postfix)\n return buffer\n}\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which defaults to \"...\").\n *\n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n */\npublic fun <T> Sequence<T>.joinToString(separator: CharSequence = \", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((T) -> CharSequence)? = null): String {\n    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original sequence returning its elements when being iterated.\n */\npublic fun <T> Sequence<T>.asIterable(): Iterable<T> {\n    return Iterable { this.iterator() }\n}\n\n/**\n * Returns this sequence as a [Sequence].\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.asSequence(): Sequence<T> {\n    return this\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfByte\")\npublic fun Sequence<Byte>.average(): Double {\n var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n checkCountOverflow(++count)\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfShort\")\npublic fun Sequence<Short>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n checkCountOverflow(++count)\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfInt\")\npublic fun Sequence<Int>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        checkCountOverflow(++count)\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfLong\")\npublic fun Sequence<Long>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n        checkCountOverflow(++count)\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfFloat\")\npublic fun Sequence<Float>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n checkCountOverflow(++count)\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"averageOfDouble\")\npublic fun Sequence<Double>.average(): Double {\n    var sum: Double = 0.0\n    var count: Int = 0\n    for (element in this) {\n        sum += element\n checkCountOverflow(++count)\n    }\n    return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfByte\")\npublic fun Sequence<Byte>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfShort\")\npublic fun Sequence<Short>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfInt\")\npublic fun Sequence<Int>.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfLong\")\npublic fun Sequence<Long>.sum(): Long {\n    var sum: Long = 0L\n    for (element in this) {\n        sum += element\n    }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfFloat\")\npublic fun Sequence<Float>.sum(): Float {\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n\n/**\n * Returns the sum of all elements in
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the sequence.\n *\n * The operation is _terminal_.\n */\n@kotlin.jvm.JvmName(\"sumOfDouble\")\npublic fun Sequence<Double>.sum(): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SetsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns a set containing all elements of the original set except the given [element].\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.minus(element: T): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(size))\n   var removed = false\n   return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n}\n\n/**\n * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * Before Kotlin 1.6, the [elements] array may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {\n   val result = LinkedHashSet<T>(this)\n   result.removeAll(elements)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * Before Kotlin 1.6, the [elements] collection may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {\n   val other = elements.convertToSetForSetOperationWith(this)\n   if (other.isEmpty())\n   return this.toSet()\n   if (other is Set)\n   return this.filterNotTo(LinkedHashSet<T>()) { it in other }\n   val result = LinkedHashSet<T>(this)\n   result.removeAll(other)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.\n * \n * The returned set preserves the element iteration order of the original set.\n * \n * Before Kotlin 1.6, the [elements] sequence may have been converted to a [HashSet] to speed up the operation, thus the elements were required to have\n * a correct and stable implementation of `hashCode()` that didn't change between successive invocations.\n * On JVM, you can enable this behavior back with the system property `kotlin.collections.convert_arg_to_set_in_removeAll` set to `true`.\n */\npublic operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {\n   val result = LinkedHashSet<T>(this)\n   result.removeAll(elements)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set except the given [element].\n * \n * The returned set preserves the element iteration order of the original set.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>.minusElement(element: T): Set<T> {\n   return minus(element)\n}\n\n/**\n * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.plus(element: T): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(size + 1))\n   result.addAll(this)\n   result.add(element)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] array,\n * which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.plus(elements: Array<out T>): Set<T> {\n   val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))\n   result.addAll(this)\n   result.addAll(elements)\n   return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] collection,\n * which aren't already in this set.\n * The returned set preserves the element iteration order of the

original set.\n */\npublic operator fun <T> Set<T>.plus(elements: Iterable<T>): Set<T> {\n val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a set containing all elements of the original set and the given [elements] sequence,\n * which aren't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\npublic operator fun <T> Set<T>.plus(elements: Sequence<T>): Set<T> {\n val result = LinkedHashSet<T>(mapCapacity(this.size * 2))\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.\n * \n * The returned set preserves the element iteration order of the original set.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>.plusElement(element: T): Set<T> {\n return plus(element)\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic expect fun CharSequence.elementAt(index: Int): Char\n\n/**\n * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.elementAtOrNull(index: Int): Char? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns the first character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample samples.collections.Collections.Elements.find\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.findLast(predicate: (Char) -> Boolean): Char? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns first character.\n * @throws [NoSuchElementException] if the char sequence is empty.\n */\npublic fun CharSequence.first(): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Char sequence is empty.\")\n return this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate].\n * @throws [NoSuchElementException] if no such character is found.\n */\npublic inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {\n for (element in this) if (predicate(element)) return element\n throw NoSuchElementException(\"Char sequence contains no character matching the predicate.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to characters of this char sequence in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any> CharSequence.firstNotNullOf(transform: (Char) -> R?): R {\n return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException(\"No element of the char sequence was transformed to a non-null value.\")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to characters of this char sequence in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any> CharSequence.firstNotNullOfOrNull(transform: (Char) -> R?): R? {\n for (element in this) {\n val result =

transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n * Returns the first character, or `null` if the char sequence is empty.\n */\npublic fun CharSequence.firstOrNull(): Char? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first character matching the given [predicate], or `null` if character was not found.\n */\npublic inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.\n * \n * @sample samples.collections.Collections.Elements.getOrNull\n */\npublic fun CharSequence.getOrNull(index: Int): Char? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.\n */\npublic inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.\n */\npublic inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last character.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n * \n * @sample samples.text.Strings.last\n */\npublic fun CharSequence.last(): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Char sequence is empty.\")\n return this[lastIndex]\n}\n\n/**\n * Returns the last character matching the given [predicate].\n * \n * @throws NoSuchElementException if no such character is found.\n * \n * @sample samples.text.Strings.last\n */\npublic inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException(\"Char sequence contains no character matching the predicate.\")\n}\n\n/**\n * Returns the last character, or `null` if the char sequence is empty.\n * \n * @sample samples.text.Strings.last\n */\npublic fun CharSequence.lastOrNull(): Char? {\n return if (isEmpty()) null else this[length - 1]\n}\n\n/**\n * Returns the last character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample samples.text.Strings.last\n */\npublic inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns a random character from this char sequence.\n * \n * @throws NoSuchElementException if this char sequence is empty.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.random(): Char {\n return random(Random)\n}\n\n/**\n * Returns a random character from this char sequence using the specified source of randomness.\n * \n * @throws NoSuchElementException if this char sequence is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun CharSequence.random(random: Random): Char {\n if (isEmpty())\n throw NoSuchElementException(\"Char sequence is empty.\")\n return get(random.nextInt(length))\n}\n\n/**\n * Returns a random character from this char sequence, or `null` if this char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.randomOrNull(): Char? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a random character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun CharSequence.randomOrNull(random: Random): Char? {\n if (isEmpty())\n return null\n return get(random.nextInt(length))\n}\n\n/**\n * Returns the single character, or throws an exception if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.single(): Char {\n return when (length) {\n 0 -> throw NoSuchElementException(\"Char sequence is empty.\")\n 1 -> this[0]\n else -> throw IllegalArgumentException(\"Char sequence has more than one element.\")\n }\n}\n\n/**\n * Returns the single character matching the given [predicate], or throws exception if there is no or more than one matching character.\n */\npublic inline fun CharSequence.single(predicate: (Char) -> Boolean): Char {\n var single: Char? = null\n var

found = false\n   for (element in this) {\n   if (predicate(element)) {\n   if (found) throw IllegalArgumentException(\"Char sequence contains more than one matching element.\")\n   single = element\n   found = true\n   }\n   }\n   if (!found) throw NoSuchElementException(\"Char sequence contains no character matching the predicate.\")\n   @Suppress(\"UNCHECKED_CAST\")\n   return single as Char\n}\n\n/**\n * Returns single character, or `null` if the char sequence is empty or has more than one character.\n */\npublic fun CharSequence.singleOrNull(): Char? {\n   return if (length == 1) this[0] else null\n}\n\n/**\n * Returns the single character matching the given [predicate], or `null` if character was not found or more than one character was found.\n */\npublic inline fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {\n   var single: Char? = null\n   var found = false\n   for (element in this) {\n   if (predicate(element)) {\n   if (found) return null\n   single = element\n   found = true\n   }\n   }\n   if (!found) return null\n   return single\n}\n\n/**\n * Returns a subsequence of this char sequence with the first [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun CharSequence.drop(n: Int): CharSequence {\n   require(n >= 0) { \"Requested character count $n is less than zero.\" }\n   return subSequence(n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string with the first [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun String.drop(n: Int): String {\n   require(n >= 0) { \"Requested character count $n is less than zero.\" }\n   return substring(n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence with the last [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun CharSequence.dropLast(n: Int): CharSequence {\n   require(n >= 0) { \"Requested character count $n is less than zero.\" }\n   return take((length - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a string with the last [n] characters removed.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.drop\n */\npublic fun String.dropLast(n: Int): String {\n   require(n >= 0) { \"Requested character count $n is less than zero.\" }\n   return take((length - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a subsequence of this char sequence containing all characters except last characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.drop\n */\npublic inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {\n   for (index in lastIndex downTo 0)\n   if (!predicate(this[index]))\n   return subSequence(0, index + 1)\n   return \"\"\n}\n\n/**\n * Returns a string containing all characters except last characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.drop\n */\npublic inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {\n   for (index in lastIndex downTo 0)\n   if (!predicate(this[index]))\n   return substring(0, index + 1)\n   return \"\"\n}\n\n/**\n * Returns a subsequence of this char sequence containing all characters except first characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.drop\n */\npublic inline fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {\n   for (index in this.indices)\n   if (!predicate(this[index]))\n   return subSequence(index, length)\n   return \"\"\n}\n\n/**\n * Returns a string containing all characters except first characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.drop\n */\npublic inline fun String.dropWhile(predicate: (Char) -> Boolean): String {\n   for (index in this.indices)\n   if (!predicate(this[index]))\n   return substring(index)\n   return \"\"\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].\n * \n * @sample samples.text.Strings.filter\n */\npublic inline fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {\n   return filterTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those characters from the original string that match the given [predicate].\n * \n * @sample samples.text.Strings.filter\n */\npublic inline fun String.filter(predicate: (Char) -> Boolean): String {\n   return filterTo(StringBuilder(), predicate).toString()\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].\n * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun CharSequence.filterIndexed(predicate: (index: Int, Char) -> Boolean): CharSequence {\n   return filterIndexedTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those characters from the

original string that match the given [predicate].\n * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\npublic inline fun String.filterIndexed(predicate: (index: Int, Char) -> Boolean): String {\n return filterIndexedTo(StringBuilder(), predicate).toString()\n}\n\n/**\n * Appends all characters matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of a character and the character itself\n * and returns the result of predicate evaluation on the character.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : Appendable> CharSequence.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.append(element)\n }\n return destination\n}\n\n/**\n * Returns a char sequence containing only those characters from the original char sequence that do not match the given [predicate].\n * \n * @sample samples.text.Strings.filterNot\n */\npublic inline fun CharSequence.filterNot(predicate: (Char) -> Boolean): CharSequence {\n return filterNotTo(StringBuilder(), predicate)\n}\n\n/**\n * Returns a string containing only those characters from the original string that do not match the given [predicate].\n * \n * @sample samples.text.Strings.filterNot\n */\npublic inline fun String.filterNot(predicate: (Char) -> Boolean): String {\n return filterNotTo(StringBuilder(), predicate).toString()\n}\n\n/**\n * Appends all characters not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : Appendable> CharSequence.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.append(element)\n return destination\n}\n\n/**\n * Appends all characters matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\npublic inline fun <C : Appendable> CharSequence.filterTo(destination: C, predicate: (Char) -> Boolean): C {\n for (index in 0 until length) {\n val element = get(index)\n if (predicate(element)) destination.append(element)\n }\n return destination\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence at the specified range of [indices].\n */\npublic fun CharSequence.slice(indices: IntRange): CharSequence {\n if (indices.isEmpty()) return \"\"\n return subSequence(indices)\n}\n\n/**\n * Returns a string containing characters of the original string at the specified range of [indices].\n */\npublic fun String.slice(indices: IntRange): String {\n if (indices.isEmpty()) return \"\"\n return substring(indices)\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence at specified [indices].\n */\npublic fun CharSequence.slice(indices: Iterable<Int>): CharSequence {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return \"\"\n val result = StringBuilder(size)\n for (i in indices) {\n result.append(get(i))\n }\n return result\n}\n\n/**\n * Returns a string containing characters of the original string at specified [indices].\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String {\n return (this as CharSequence).slice(indices).toString()\n}\n\n/**\n * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n */\npublic fun CharSequence.take(n: Int): CharSequence {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n return subSequence(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a string containing the first [n] characters from this string, or the entire string if this string is shorter.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n */\npublic fun String.take(n: Int): String {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n return substring(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing the last [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n */\npublic fun CharSequence.takeLast(n: Int): CharSequence {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n val length = length\n return subSequence(length - n.coerceAtMost(length), length)\n}\n\n/**\n * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.text.Strings.take\n */\npublic fun

String.takeLast(n: Int): String {\n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n val length = length\n return substring(length - n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.take\n */\npublic inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return subSequence(index + 1, length)\n }\n }\n return subSequence(0, length)\n}\n\n/**\n * Returns a string containing last characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.take\n */\npublic inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return substring(index + 1)\n }\n }\n return this\n}\n\n/**\n * Returns a subsequence of this char sequence containing the first characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.take\n */\npublic inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {\n for (index in 0 until length)\n if (!predicate(get(index))) {\n return subSequence(0, index)\n }\n return subSequence(0, length)\n}\n\n/**\n * Returns a string containing the first characters that satisfy the given [predicate].\n * \n * @sample samples.text.Strings.take\n */\npublic inline fun String.takeWhile(predicate: (Char) -> Boolean): String {\n for (index in 0 until length)\n if (!predicate(get(index))) {\n return substring(0, index)\n }\n return this\n}\n\n/**\n * Returns a char sequence with characters in reversed order.\n */\npublic fun CharSequence.reversed(): CharSequence {\n return StringBuilder(this).reverse()\n}\n\n/**\n * Returns a string with characters in reversed order.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.reversed(): String {\n return (this as CharSequence).reversed().toString()\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to characters of the given char sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n * \n * @sample samples.text.Strings.associate\n */\npublic inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n val capacity = mapCapacity(length).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the characters from the given char sequence indexed by the key\n * returned from [keySelector] function applied to each character.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n * \n * @sample samples.text.Strings.associateBy\n */\npublic inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n val capacity = mapCapacity(length).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n * \n * @sample samples.text.Strings.associateByWithValueTransform\n */\npublic inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {\n val capacity = mapCapacity(length).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function applied to each character of the given char sequence\n * and value is the character itself.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.text.Strings.associateByTo\n */\npublic inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to characters of the given char sequence.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample samples.text.Strings.associateByToWithValueTransform\n */\npublic

inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each character of the given char sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample samples.text.Strings.associateTo\n */\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Returns a [Map] where keys are characters from the given char sequence and values are\n * produced by the [valueSelector] function applied to each character.\n * \n * If any two characters are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n * \n * @sample samples.text.Strings.associateWith\n */\n@SinceKotlin(\"1.3\")\npublic inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {\n val result = LinkedHashMap<Char, V>(mapCapacity(length.coerceAtMost(128)).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each character of the given char sequence,\n * where key is the character itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two characters are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.text.Strings.associateWithTo\n */\n@SinceKotlin(\"1.3\")\npublic inline fun <V, M : MutableMap<in Char, in V>> CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Appends all characters to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Char>> CharSequence.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Returns a new [HashSet] of all characters.\n */\npublic fun CharSequence.toHashSet(): HashSet<Char> {\n return toCollection(HashSet<Char>(mapCapacity(length.coerceAtMost(128))))\n}\n\n/**\n * Returns a [List] containing all characters.\n */\npublic fun CharSequence.toList(): List<Char> {\n return when (length) {\n 0 -> emptyList()\n 1 -> listOf(this[0])\n else -> this.toMutableList()\n }\n}\n\n/**\n * Returns a new [MutableList] filled with all characters of this char sequence.\n */\npublic fun CharSequence.toMutableList(): MutableList<Char> {\n return toCollection(ArrayList<Char>(length))\n}\n\n/**\n * Returns a [Set] of all characters.\n * \n * The returned set preserves the element iteration order of the original char sequence.\n */\npublic fun CharSequence.toSet(): Set<Char> {\n return when (length) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n else -> toCollection(LinkedHashSet<Char>(mapCapacity(length.coerceAtMost(128))))\n }\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each character of original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each character\n * and its index in the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterable\")\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each character\n * and its index in the original char sequence, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"flatMapIndexedIterableTo\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (index:

Int, Char) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each character of original char sequence, to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and returns a map where each group key is associated with a list of corresponding characters.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to the character\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V> CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given [keySelector] function\n * applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K, MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Char>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to the character\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from a char sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract a key from each character.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {\n return object : Grouping<Char, K> {\n override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()\n override fun keyOf(element: Char): K = keySelector(element)\n }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character in the original char sequence.\n * \n * @sample samples.text.Strings.map\n */\npublic inline fun <R> CharSequence.map(transform: (Char) -> R): List<R> {\n return mapTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character and its index in the original char sequence.\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n return mapIndexedTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each character and its index in the original char sequence.\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R : Any>

CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {\n   return mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character and its index in the original char sequence\n * and appends only the non-null results to the given [destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): C {\n   forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each character and its index in the original char sequence\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform] function\n * to each character in the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n   return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character in the original char sequence\n * and appends only the non-null results to the given [destination].\n */\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) -> R?): C {\n   forEach { element -> transform(element)?.let { destination.add(it) } }\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each character of the original char sequence\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each character of the original char sequence\n * into an [IndexedValue] containing the index of that character and the character itself.\n */\npublic fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns `true` if all characters match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\npublic inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if char sequence has at least one character.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun CharSequence.any(): Boolean {\n   return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one character matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns the length of this char sequence.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.count(): Int {\n   return length\n}\n\n/**\n * Returns the number of characters matching the given [predicate].\n */\npublic inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) ++count\n   return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each character.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each character with its index in the original char sequence.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n   var index = 0\n   var

accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each character and current accumulator value.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes a character and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes the index of a character, the character itself\n * and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Performs the given [action] on each character.\n */\npublic inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each character, providing sequential index with the character.\n * @param [action] function that takes the index of a character and the character itself\n * and performs the action on the character.\n */\npublic inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun CharSequence.max(): Char? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char? {\n   return maxByOrNull(selector)\n}\n\n/**\n * Returns the first character yielding the largest value of the given function or `null` if there are no characters.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> CharSequence.maxByOrNull(selector: (Char) -> R): Char? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> Double): Double {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) -> Float): Float {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector: (Char) -> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector: (Char) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.maxOfOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each character in the char sequence.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest character or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharSequence.maxOrNull(): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun CharSequence.maxWith(comparator: Comparator<in Char>): Char? {\n return maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n@Deprecated(\"Use minOrNull instead.\",

ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun CharSequence.min(): Char? {\n return minOrNull()\n}\n\n@Deprecated(\"Use minByOrNull instead.\", ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char? {\n return minByOrNull(selector)\n}\n\n/**\n * Returns the first character yielding the smallest value of the given function or `null` if there are no characters.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.minOf(selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOfOrNull(selector: (Char) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOfOrNull(selector: (Char) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.minOfOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each character in the char sequence.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each character in the char sequence or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest character or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharSequence.minOrNull(): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\npublic fun CharSequence.minWith(comparator: Comparator<in Char>): Char? {\n return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first character having the smallest value according to the provided [comparator] or `null` if there are no characters.\n */\n@SinceKotlin(\"1.4\")\npublic fun CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the char sequence has no characters.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\npublic fun CharSequence.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if no characters match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun CharSequence.none(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Performs the given [action] on each character and returns the char sequence itself afterwards.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each character, providing sequential index with the character,\n * and returns the char sequence itself afterwards.\n * @param [action] function that takes the index of a character and the character itself\n * and performs the action on the character.\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <S : CharSequence> S.onEachIndexed(action: (index: Int, Char) -> Unit): S {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to right\n * to current accumulator value and each character.\n * \n * Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and a character,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to

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right\n * to current accumulator value and each character with its index in the original char sequence.\n * \n *
Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n *
please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]
function that takes the index of a character, current accumulator value and the character itself,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n    if (isEmpty())\n
throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n    var accumulator = this[0]\n
for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to
right\n * to current accumulator value and each character with its index in the original char sequence.\n * \n *
Returns `null` if the char sequence is empty.\n * \n * @param [operation] function that takes the index of a
character, current accumulator value and the character itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n@SinceKotlin(\"1.4\")\npublic inline fun
CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {\n    if (isEmpty())\n
    return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index,
accumulator, this[index])\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the first
character and applying [operation] from left to right\n * to current accumulator value and each character.\n * \n *
Returns `null` if the char sequence is empty.\n * \n * @param [operation] function that takes current accumulator
value and a character,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n
*/\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {\n    if (isEmpty())\n        return null\n
var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n
    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation]
from right to left\n * to each character and current accumulator value.\n * \n * Throws an exception if this char
sequence is empty. If the char sequence can be empty in an expected way,\n * please use [reduceRightOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes a character and
current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\npublic inline fun
CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n    var index = lastIndex\n    if (index < 0)
throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n    var accumulator = get(index-
-)\n    while (index >= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return
accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation] from right to
left\n * to each character with its index in the original char sequence and current accumulator value.\n * \n * Throws
an exception if this char sequence is empty. If the char sequence can be empty in an expected way,\n * please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]
function that takes the index of a character, the character itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRight\n */\npublic
inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n    var index
= lastIndex\n    if (index < 0) throw UnsupportedOperationException(\"Empty char sequence can't be reduced.\")\n
var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(index, get(index),
accumulator)\n        --index\n    }\n    return accumulator\n}\n\n/**\n * Accumulates value starting with the last
character and applying [operation] from right to left\n * to each character with its index in the original char sequence
and current accumulator value.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param [operation]
function that takes the index of a character, the character itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*/\n@SinceKotlin(\"1.4\")\npublic inline fun CharSequence.reduceRightIndexedOrNull(operation: (index: Int, Char,
acc: Char) -> Char): Char? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index-
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-)\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation] from right to left\n * to each character and current accumulator value.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param [operation] function that takes a character and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R> CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(length + 1).apply { add(initial) }\n   var accumulator = initial\n   for (element in this) {\n   accumulator = operation(accumulator, element)\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\npublic inline fun <R> CharSequence.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n   if (isEmpty()) return listOf(initial)\n   val result = ArrayList<R>(length + 1).apply { add(initial) }\n   var accumulator = initial\n   for (index in indices) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character and current accumulator value that starts with the first character of this char sequence.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\npublic inline fun CharSequence.runningReduce(operation: (acc: Char, Char) -> Char): List<Char> {\n   if (isEmpty()) return emptyList()\n   var accumulator = this[0]\n   val result = ArrayList<Char>(length).apply { add(accumulator) }\n   for (index in 1 until length) {\n   accumulator = operation(accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\npublic inline fun CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n   if (isEmpty()) return emptyList()\n   var accumulator = this[0]\n   val result = ArrayList<Char>(length).apply { add(accumulator) }\n   for (index in 1 until length) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character and current

accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each character, its index in the original char sequence and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> Double): Double {\n var sum: Double = 0.toDouble()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> ULong):

ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Splits this char sequence into a list of strings each not exceeding the given [size].\n * \n * The last string in the resulting list may have fewer characters than the given [size].\n * \n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.text.Strings.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.chunked(size: Int): List<String> {\n   return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this char sequence into several char sequences each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return list of results of the [transform] applied to an each char sequence.\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last char sequence may have fewer characters than the given [size].\n * \n * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.text.Strings.chunkedTransform\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {\n   return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Splits this char sequence into a sequence of strings each not exceeding the given [size].\n * \n * The last string in the resulting sequence may have fewer characters than the given [size].\n * \n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.chunkedSequence(size: Int): Sequence<String> {\n   return chunkedSequence(size) { it.toString() }\n}\n\n/**\n * Splits this char sequence into several char sequences each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return sequence of results of the [transform] applied to an each char sequence.\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last char sequence may have fewer characters than the given [size].\n * \n * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.text.Strings.chunkedTransformToSequence\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {\n   return windowedSequence(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Splits the original char sequence into pair of char sequences,\n * where *first* char sequence contains characters for which [predicate] yielded `true`,\n * while *second* char sequence contains characters for which [predicate] yielded `false`.\n * \n * @sample samples.text.Strings.partition\n */\npublic inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {\n   val first = StringBuilder()\n   val second = StringBuilder()\n   for (element in this) {\n   if (predicate(element)) {\n   first.append(element)\n   } else {\n   second.append(element)\n   }\n   }\n   return Pair(first, second)\n}\n\n/**\n * Splits the original string into pair of strings,\n * where *first* string contains characters for which [predicate] yielded `true`,\n * while *second* string contains characters for which [predicate] yielded `false`.\n * \n * @sample samples.text.Strings.partition\n */\npublic inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {\n   val first = StringBuilder()\n   val second = StringBuilder()\n   for (element in this) {\n   if (predicate(element)) {\n   first.append(element)\n   } else {\n   second.append(element)\n   }\n   }\n   return Pair(first.toString(), second.toString())\n}\n\n/**\n * Returns a list of snapshots of the window of the given [size]\n * sliding along this char sequence with the given [step], where each\n * snapshot is a string.\n * \n * Several last strings may have fewer characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun

CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {\n   return windowed(size, step, partialWindows) { it.toString() }\n}\n\n/**\n * Returns a list of results of applying the given [transform] function to\n * an each char sequence representing a view over the window of the given [size]\n * sliding along this char sequence with the given [step].\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last char sequences may have fewer characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {\n   checkWindowSizeStep(size, step)\n   val thisSize = this.length\n   val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1\n   val result = ArrayList<R>(resultCapacity)\n   var index = 0\n   while (index in 0 until thisSize) {\n   val end = index + size\n   val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end\n   result.add(transform(subSequence(index, coercedEnd)))\n   index += step\n   }\n   return result\n}\n\n/**\n * Returns a sequence of snapshots of the window of the given [size]\n * sliding along this char sequence with the given [step], where each\n * snapshot is a string.\n * \n * Several last strings may have fewer characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.takeWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {\n   return windowedSequence(size, step, partialWindows) { it.toString() }\n}\n\n/**\n * Returns a sequence of results of applying the given [transform] function to\n * an each char sequence representing a view over the window of the given [size]\n * sliding along this char sequence with the given [step].\n * \n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * Several last char sequences may have fewer characters than the given [size].\n * \n * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.\n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on an each step, by default 1\n * @param partialWindows controls whether or not to keep partial windows in the end if any,\n * by default `false` which means partial windows won't be preserved\n * \n * @sample samples.collections.Sequences.Transformations.averageWindows\n */\n@SinceKotlin(\"1.2\")\npublic fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {\n   checkWindowSizeStep(size, step)\n   val windows = (if (partialWindows) indices else 0 until length - size + 1) step step\n   return windows.asSequence().map { index ->\n   val end = index + size\n   val coercedEnd = if (end < 0 || end > length) length else end\n   transform(subSequence(index, coercedEnd))\n   }\n}\n\n/**\n * Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index\n * The returned list has length of the shortest char sequence.\n * \n * @sample samples.text.Strings.zip\n */\npublic infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {\n   return zip(other) { c1, c2 -> c1 to c2 }\n}\n\n/**\n * Returns a list of values built from the characters of `this` and the [other] char sequences with the same index\n * using the provided [transform] function applied to each pair of characters.\n * The returned list has length of the shortest char sequence.\n * \n * @sample samples.text.Strings.zipWithTransform\n */\npublic inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {\n   val length = minOf(this.length, other.length)\n

val list = ArrayList<V>(length)\n   for (i in 0 until length) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of pairs of each two adjacent characters in this char sequence.\n * \n * The returned list is empty if this char sequence contains less than two characters.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin(\"1.2\")\npublic fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {\n   return zipWithNext { a, b -> a to b }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to an each pair of two adjacent characters in this char sequence.\n * \n * The returned list is empty if this char sequence contains less than two characters.\n * \n * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin(\"1.2\")\npublic inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {\n   val size = length - 1\n   if (size < 1) return emptyList()\n   val result = ArrayList<R>(size)\n   for (index in 0 until size) {\n   result.add(transform(this[index], this[index + 1]))\n   }\n   return result\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.\n */\npublic fun CharSequence.asIterable(): Iterable<Char> {\n   if (this is String && isEmpty()) return emptyList()\n   return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.\n */\npublic fun CharSequence.asSequence(): Sequence<Char> {\n   if (this is String && isEmpty()) return emptySequence()\n   return Sequence { this.iterator() }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\nimport kotlin.contracts.contract\nimport kotlin.jvm.JvmName\n\n/**\n * Returns a copy of this string converted to upper case using the rules of the default locale.\n */\n@Deprecated(\"Use uppercase() instead.\", ReplaceWith(\"uppercase()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic expect fun String.toUpperCase(): String\n\n/**\n * Returns a copy of this string converted to upper case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n * @sample samples.text.Strings.uppercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun String.uppercase(): String\n\n/**\n * Returns a copy of this string converted to lower case using the rules of the default locale.\n */\n@Deprecated(\"Use lowercase() instead.\", ReplaceWith(\"lowercase()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic expect fun String.toLowerCase(): String\n\n/**\n * Returns a copy of this string converted to lower case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n * @sample samples.text.Strings.lowercase\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun String.lowercase(): String\n\n/**\n * Returns a copy of this string having its first letter titlecased using the rules of the default locale,\n * or the original string if it's empty or already starts with a title case letter.\n *\n * The title case of a character is usually the same as its upper case with several exceptions.\n * The particular list of characters with the special title case form depends on the underlying platform.\n *\n * @sample samples.text.Strings.capitalize\n */\n@Deprecated(\"Use replaceFirstChar instead.\", ReplaceWith(\"replaceFirstChar { if (it.isLowerCase()) it.titlecase() else it.toString() }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic expect fun String.capitalize(): String\n\n/**\n * Returns a copy of this string having its first letter lowercased using the rules of the default locale,\n * or the original string if it's empty or already starts with a lower case letter.\n *\n * @sample samples.text.Strings.decapitalize\n */\n@Deprecated(\"Use replaceFirstChar instead.\", ReplaceWith(\"replaceFirstChar { it.lowercase() }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic expect fun String.decapitalize(): String\n\n/**\n * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trim(predicate: (Char) -> Boolean): CharSequence {\n   var startIndex = 0\n   var endIndex = length - 1\n   var startFound = false\n\n

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while (startIndex <= endIndex) {\n        val index = if (!startFound) startIndex else endIndex\n        val match = predicate(this[index])\n\n        if (!startFound) {\n            if (!match)\n                startFound = true\n            else\n                startIndex += 1\n        } else {\n            if (!match)\n                break\n            else\n                endIndex -= 1\n        }\n    }\n\n    return subSequence(startIndex, endIndex + 1)\n}\n\n/**\n * Returns a string having leading and trailing characters matching the [predicate] removed.\n */\npublic inline fun String.trim(predicate: (Char) -> Boolean): String =\n    (this as CharSequence).trim(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trimStart(predicate: (Char) -> Boolean): CharSequence {\n    for (index in this.indices)\n        if (!predicate(this[index]))\n            return subSequence(index, length)\n\n    return \"\"\n}\n\n/**\n * Returns a string having leading characters matching the [predicate] removed.\n */\npublic inline fun String.trimStart(predicate: (Char) -> Boolean): String =\n    (this as CharSequence).trimStart(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having trailing characters matching the [predicate] removed.\n */\npublic inline fun CharSequence.trimEnd(predicate: (Char) -> Boolean): CharSequence {\n    for (index in this.indices.reversed())\n        if (!predicate(this[index]))\n            return subSequence(0, index + 1)\n\n    return \"\"\n}\n\n/**\n * Returns a string having trailing characters matching the [predicate] removed.\n */\npublic inline fun String.trimEnd(predicate: (Char) -> Boolean): String =\n    (this as CharSequence).trimEnd(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading and trailing characters from the [chars] array removed.\n */\npublic fun CharSequence.trim(vararg chars: Char): CharSequence = trim { it in chars }\n\n/**\n * Returns a string having leading and trailing characters from the [chars] array removed.\n */\npublic fun String.trim(vararg chars: Char): String = trim { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having leading characters from the [chars] array removed.\n */\npublic fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart { it in chars }\n\n/**\n * Returns a string having leading characters from the [chars] array removed.\n */\npublic fun String.trimStart(vararg chars: Char): String = trimStart { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having trailing characters from the [chars] array removed.\n */\npublic fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }\n\n/**\n * Returns a string having trailing characters from the [chars] array removed.\n */\npublic fun String.trimEnd(vararg chars: Char): String = trimEnd { it in chars }\n\n/**\n * Returns a sub sequence of this char sequence having leading and trailing whitespace removed.\n */\npublic fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)\n\n/**\n * Returns a string having leading and trailing whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trim(): String = (this as CharSequence).trim().toString()\n\n/**\n * Returns a sub sequence of this char sequence having leading whitespace removed.\n */\npublic fun CharSequence.trimStart(): CharSequence = trimStart(Char::isWhitespace)\n\n/**\n * Returns a string having leading whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trimStart(): String = (this as CharSequence).trimStart().toString()\n\n/**\n * Returns a sub sequence of this char sequence having trailing whitespace removed.\n */\npublic fun CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)\n\n/**\n * Returns a string having trailing whitespace removed.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.trimEnd(): String = (this as CharSequence).trimEnd().toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at the beginning\n * to the specified [length] with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char sequence prepended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample samples.text.Strings.padStart\n */\npublic fun CharSequence.padStart(length: Int, padChar: Char = ' '): CharSequence {\n    if (length < 0)\n        throw IllegalArgumentException(\"Desired length $length is less than zero.\")\n    if (length <= this.length)\n        return this.subSequence(0, this.length)\n\n    val sb = StringBuilder(length)\n    for (i in 1..(length - this.length))\n        sb.append(padChar)\n    sb.append(this)\n    return sb\n}\n\n/**\n * Pads the string to the specified [length] at the beginning with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]
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consisting of `this` string prepended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample samples.text.Strings.padStart\n */\npublic fun String.padStart(length: Int, padChar: Char = ' '): String =\n (this as CharSequence).padStart(length, padChar).toString()\n\n/**\n * Returns a char sequence with content of this char sequence padded at the end\n * to the specified [length] with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char sequence appended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample samples.text.Strings.padEnd\n */\npublic fun CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {\n if (length < 0)\n throw IllegalArgumentException(\"Desired length $length is less than zero.\")\n if (length <= this.length)\n return this.subSequence(0, this.length)\n\n val sb = StringBuilder(length)\n sb.append(this)\n for (i in 1..(length - this.length))\n sb.append(padChar)\n return sb\n}\n\n/**\n * Pads the string to the specified [length] at the end with the specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length] consisting of `this` string appended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample samples.text.Strings.padEnd\n */\npublic fun String.padEnd(length: Int, padChar: Char = ' '): String =\n (this as CharSequence).padEnd(length, padChar).toString()\n\n/**\n * Returns `true` if this nullable char sequence is either `null` or empty.\n *\n * @sample samples.text.Strings.stringIsNullOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence?.isNullOrEmpty(): Boolean {\n contract {\n returns(false) implies (this@isNullOrEmpty != null)\n }\n\n return this == null || this.length == 0\n}\n\n/**\n * Returns `true` if this char sequence is empty (contains no characters).\n *\n * @sample samples.text.Strings.stringIsEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isEmpty(): Boolean = length == 0\n\n/**\n * Returns `true` if this char sequence is not empty.\n *\n * @sample samples.text.Strings.stringIsNotEmpty\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isNotEmpty(): Boolean = length > 0\n\n// implemented differently in JVM and JS\n//public fun String.isBlank(): Boolean = length() == 0 || all { it.isWhitespace() }\n\n/**\n * Returns `true` if this char sequence is not empty and contains some characters except of whitespace characters.\n *\n * @sample samples.text.Strings.stringIsNotBlank\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.isNotBlank(): Boolean = !isBlank()\n\n/**\n * Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.\n *\n * @sample samples.text.Strings.stringIsNullOrBlank\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence?.isNullOrBlank(): Boolean {\n contract {\n returns(false) implies (this@isNullOrBlank != null)\n }\n\n return this == null || this.isBlank()\n}\n\n/**\n * Iterator for characters of the given char sequence.\n */\npublic operator fun CharSequence.iterator(): CharIterator = object : CharIterator() {\n private var index = 0\n\n public override fun nextChar(): Char = get(index++)\n\n public override fun hasNext(): Boolean = index < length\n}\n\n/** Returns the string if it is not `null`, or the empty string otherwise.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String?.orEmpty(): String = this ?: \"\"\n\n/**\n * Returns this char sequence if it's not empty\n * or the result of calling [defaultValue] function if the char sequence is empty.\n *\n * @sample samples.text.Strings.stringIfEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =\n if (isEmpty()) defaultValue() else this\n\n/**\n * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,\n * or the result of calling [defaultValue] function otherwise.\n *\n * @sample samples.text.Strings.stringIfBlank\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =\n if (isBlank()) defaultValue() else this\n\n/**\n * Returns the range of valid character indices for this char sequence.\n */\npublic val CharSequence.indices: IntRange\n get() = 0..length - 1\n\n/**\n * Returns the index of the last character in the char sequence or -1 if it is empty.\n */\npublic val CharSequence.lastIndex: Int\n get() = this.length - 1\n\n/**\n * Returns `true` if this CharSequence has Unicode

surrogate pair at the specified [index].\n */\npublic fun CharSequence.hasSurrogatePairAt(index: Int): Boolean {\n return index in 0..length - 2\n && this[index].isHighSurrogate()\n && this[index + 1].isLowSurrogate()\n}\n\n/**\n * Returns a substring specified by the given [range] of indices.\n */\npublic fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)\n\n/**\n * Returns a subsequence of this char sequence specified by the given [range] of indices.\n */\npublic fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)\n\n/**\n * Returns a subsequence of this char sequence.\n *\n * This extension is chosen only for invocation with old-named parameters.\n * Replace parameter names with the same as those of [CharSequence.subSequence].\n */\n@kotlin.internal.InlineOnly\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\") // false warning\n@Deprecated(\"Use parameters named startIndex and endIndex.\", ReplaceWith(\"subSequence(startIndex = start, endIndex = end)\"))\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start, end)\n\n/**\n * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and ending right before the [endIndex].\n *\n * @param startIndex the start index (inclusive).\n * @param endIndex the end index (exclusive). If not specified, the length of the char sequence is used.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length): String = subSequence(startIndex, endIndex).toString()\n\n/**\n * Returns a substring of chars at indices from the specified [range] of this char sequence.\n */\npublic fun CharSequence.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n}\n\n/**\n * Returns a char sequence with content of this char sequence where its part at

the given range\n * is replaced with the [replacement] char sequence.\n * @param startIndex the index of the first character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n */\npublic fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {\n   if (endIndex < startIndex)\n   throw IndexOutOfBoundsException(\"End index ($endIndex) is less than start index ($startIndex).\")\n   val sb = StringBuilder()\n   sb.appendRange(this, 0, startIndex)\n   sb.append(replacement)\n   sb.appendRange(this, endIndex, length)\n   return sb\n}\n\n/**\n * Replaces the part of the string at the given range with the [replacement] char sequence.\n * @param startIndex the index of the first character to be replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =\n   (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given [range]\n * is replaced with the [replacement] char sequence.\n *\n * The end index of the [range] is included in the part to be replaced.\n */\npublic fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =\n   replaceRange(range.start, range.endInclusive + 1, replacement)\n\n/**\n * Replace the part of string at the given [range] with the [replacement] string.\n *\n * The end index of the [range] is included in the part to be replaced.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =\n   (this as CharSequence).replaceRange(range, replacement).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given range is removed.\n *\n * @param startIndex the index of the first character to be removed.\n * @param endIndex the index of the first character after the removed part to keep in the string.\n *\n * [endIndex] is not included in the removed part.\n */\npublic fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {\n   if (endIndex < startIndex)\n   throw IndexOutOfBoundsException(\"End index ($endIndex) is less than start index ($startIndex).\")\n\n   if (endIndex == startIndex)\n   return this.subSequence(0, length)\n\n   val sb = StringBuilder(length - (endIndex - startIndex))\n   sb.appendRange(this, 0, startIndex)\n   sb.appendRange(this, endIndex, length)\n   return sb\n}\n\n/**\n * Removes the part of a string at a given range.\n * @param startIndex the index of the first character to be removed.\n * @param endIndex the index of the first character after the removed part to keep in the string.\n *\n * [endIndex] is not included in the removed part.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.removeRange(startIndex: Int, endIndex: Int): String =\n   (this as CharSequence).removeRange(startIndex, endIndex).toString()\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given [range] is removed.\n *\n * The end index of the [range] is included in the removed part.\n */\npublic fun CharSequence.removeRange(range: IntRange): CharSequence = removeRange(range.start, range.endInclusive + 1)\n\n/**\n * Removes the part of a string at the given [range].\n *\n * The end index of the [range] is included in the removed part.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.removeRange(range: IntRange): String =\n   (this as CharSequence).removeRange(range).toString()\n\n/**\n * If this char sequence starts with the given [prefix], returns a new char sequence\n * with the prefix removed. Otherwise, returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {\n   if (startsWith(prefix)) {\n   return subSequence(prefix.length, length)\n   }\n   return subSequence(0, length)\n}\n\n/**\n * If this string starts with the given [prefix], returns a copy of this string\n * with the prefix removed. Otherwise, returns this string.\n */\npublic fun String.removePrefix(prefix: CharSequence): String {\n   if (startsWith(prefix)) {\n   return substring(prefix.length)\n   }\n   return this\n}\n\n/**\n * If this char sequence ends with the given [suffix], returns a new char sequence\n * with the suffix removed. Otherwise, returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {\n   if (endsWith(suffix)) {\n   return subSequence(0, length - suffix.length)\n   }\n   return subSequence(0, length)\n}\n\n/**\n * If this string ends with the given [suffix], returns a copy of this string\n * with the suffix removed. Otherwise, returns this string.\n */\npublic fun String.removeSuffix(suffix: CharSequence): String {\n   if (endsWith(suffix)) {\n   return substring(0, length - suffix.length)\n   }\n   return this\n}\n\n/**\n * When this char sequence starts with the given [prefix] and ends with the given [suffix],\n * returns a new char sequence having

both the given [prefix] and [suffix] removed.\n * Otherwise returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {\n if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {\n return subSequence(prefix.length, length - suffix.length)\n }\n return subSequence(0, length)\n}\n\n/**\n * Removes from a string both the given [prefix] and [suffix] if and only if\n * it starts with the [prefix] and ends with the [suffix].\n * Otherwise returns this string unchanged.\n */\npublic fun String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {\n if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {\n return substring(prefix.length, length - suffix.length)\n }\n return this\n}\n\n/**\n * When this char sequence starts with and ends with the given [delimiter],\n * returns a new char sequence having this [delimiter] removed both from the start and end.\n * Otherwise returns a new char sequence with the same characters.\n */\npublic fun CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence = removeSurrounding(delimiter, delimiter)\n\n/**\n * Removes the given [delimiter] string from both the start and the end of this string\n * if and only if it starts with and ends with the [delimiter].\n * Otherwise returns this string unchanged.\n */\npublic fun String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)\n\n/**\n * Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part of string after the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n * Replace part of string after the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n * Replace part of string after the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part of string before the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string before the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceBeforeLast(delimiter: String, replacement: String,

missingDelimiterValue: String = this): String {\n   val index = lastIndexOf(delimiter)\n   return if (index == -1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n\n// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific\n// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific\n\n/**\n * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression\n * with the given [replacement].\n *\n * The [replacement] can consist of any combination of literal text and $-substitutions. To treat the replacement string\n * literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement] method.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, replacement: String): String = regex.replace(this, replacement)\n\n/**\n * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression\n * with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a\n * replacement for that match.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =\n   regex.replace(this, transform)\n\n/**\n * Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.\n *\n * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String = regex.replaceFirst(this, replacement)\n\n/**\n * Returns a copy of this string having its first character replaced with the result of the specified [transform],\n * or the original string if it's empty.\n *\n * @param transform function that takes the first character and returns the result of the transform applied to the character.\n *\n * @sample samples.text.Strings.replaceFirstChar\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@JvmName(\"replaceFirstCharWithChar\")\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceFirstChar(transform: (Char) -> Char): String {\n return if (isNotEmpty()) transform(this[0]) + substring(1) else this\n}\n\n/**\n * Returns a copy of this string having its first character replaced with the result of the specified [transform],\n * or the original string if it's empty.\n *\n * @param transform function that takes the first character and returns the result of the transform applied to the character.\n *\n * @sample samples.text.Strings.replaceFirstChar\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@JvmName(\"replaceFirstCharWithCharSequence\")\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceFirstChar(transform: (Char) -> CharSequence): String {\n   return if (isNotEmpty()) transform(this[0]).toString() + substring(1) else this\n}\n\n\n/**\n * Returns `true` if this char sequence matches the given regular expression.\n */\n@kotlin.internal.InlineOnly\npublic inline infix fun CharSequence.matches(regex: Regex): Boolean = regex.matches(this)\n\n/**\n * Implementation of [regionMatches] for CharSequences.\n * Invoked when it's already known that arguments are not Strings, so that no additional type checks are performed.\n */\ninternal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {\n   if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length)) {\n   return false\n   }\n\n   for (index in 0 until length) {\n   if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))\n   return false\n   }\n   return true\n}\n\n/**\n * Returns `true` if this char sequence starts with the specified character.\n */\npublic fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n   this.length > 0 && this[0].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence ends with the specified character.\n */\npublic fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n   this.length > 0 && this[lastIndex].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence starts with the specified prefix.\n */\npublic fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase && this is String && prefix is String)\n   return this.startsWith(prefix)\n   else\n   return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this char sequence starting at the specified offset [startIndex] starts with the specified prefix.\n */\npublic fun

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CharSequence.startsWith(prefix: CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && prefix is String)\n        return this.startsWith(prefix, startIndex)\n    else\n        return regionMatchesImpl(startIndex, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this char sequence ends with the specified suffix.\n */\npublic fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase && this is String && suffix is String)\n        return this.endsWith(suffix)\n    else\n        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n\n// common prefix and suffix\n\n/**\n * Returns the longest string `prefix` such that this char sequence and [other] char sequence both start with this prefix,\n * taking care not to split surrogate pairs.\n * If this and [other] have no common prefix, returns the empty string.\n\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @sample samples.text.Strings.commonPrefixWith\n */\npublic fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {\n    val shortestLength = minOf(this.length, other.length)\n\n    var i = 0\n    while (i < shortestLength && this[i].equals(other[i], ignoreCase = ignoreCase)) {\n        i++\n    }\n    if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1)) {\n        i--\n    }\n    return subSequence(0, i).toString()\n}\n\n/**\n * Returns the longest string `suffix` such that this char sequence and [other] char sequence both end with this suffix,\n * taking care not to split surrogate pairs.\n * If this and [other] have no common suffix, returns the empty string.\n\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @sample samples.text.Strings.commonSuffixWith\n */\npublic fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {\n    val thisLength = this.length\n    val otherLength = other.length\n    val shortestLength = minOf(thisLength, otherLength)\n\n    var i = 0\n    while (i < shortestLength && this[thisLength - i - 1].equals(other[otherLength - i - 1], ignoreCase = ignoreCase)) {\n        i++\n    }\n    if (this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {\n        i--\n    }\n    return subSequence(thisLength - i, thisLength).toString()\n}\n\n\n// indexOfAny()\n\n/**\n * Finds the index of the first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.\n *\n */\npublic fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n    if (!ignoreCase && chars.size == 1 && this is String) {\n        val char = chars.single()\n        return nativeIndexOf(char, startIndex)\n    }\n\n    for (index in startIndex.coerceAtLeast(0)..lastIndex) {\n        val charAtIndex = get(index)\n        if (chars.any { it.equals(charAtIndex, ignoreCase) })\n            return index\n    }\n    return -1\n}\n\n/**\n * Finds the index of the last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n *\n */\npublic fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n    if (!ignoreCase && chars.size == 1 && this is String) {\n        val char = chars.single()\n        return nativeLastIndexOf(char, startIndex)\n    }\n\n    for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {\n        val charAtIndex = get(index)\n        if (chars.any { it.equals(charAtIndex, ignoreCase) })\n            return index\n    }\n\n    return -1\n}\n\n\nprivate fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int, ignoreCase: Boolean, last: Boolean = false): Int {\n    val indices = if (!last)\n        startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)\n    else\n        startIndex.coerceAtMost(lastIndex) downTo endIndex.coerceAtLeast(0)\n\n    if (this is String && other is String) { // smart cast\n        for (index in indices) {\n            if (other.regionMatches(0, this, index, other.length, ignoreCase))\n                return index\n        }\n    } else {\n        for (index in indices) {\n            if (other.regionMatchesImpl(0, this, index, other.length, ignoreCase))\n                return index\n        }\n    }\n    return -1\n}\n\nprivate fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int, ignoreCase: Boolean, last: Boolean): Pair<Int, String>? {\n    if (!ignoreCase && strings.size == 1) {\n        val string = strings.single()\n        val index = if (!last) indexOf(string, startIndex) else
```

lastIndexOf(string, startIndex)\n return if (index < 0) null else index to string\n }\n\n val indices = if (!last) startIndex.coerceAtLeast(0)..length else startIndex.coerceAtMost(lastIndex) downTo 0\n\n if (this is String) {\n for (index in indices) {\n val matchingString = strings.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) }\n if (matchingString != null)\n return index to matchingString\n }\n } else {\n for (index in indices) {\n val matchingString = strings.firstOrNull { it.regionMatchesImpl(0, this, index, it.length, ignoreCase) }\n if (matchingString != null)\n return index to matchingString\n }\n }\n\n return null\n}\n\n/**\n * Finds the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return A pair of an index of the first occurrence of matched string from [strings] and the string matched\n * or `null` if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int, String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = false)\n\n/**\n * Finds the last occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return A pair of an index of the last occurrence of matched string from [strings] and the string matched or `null` if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the end toward the beginning of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Pair<Int, String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = true)\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the first occurrence of matched string from [strings] or -1 if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =\n findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1\n\n/**\n * Finds the index of the last occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the last occurrence of matched string from [strings] or -1 if none of [strings] are found.\n *\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from\n * the end toward the beginning of this string, and finds at each position the first element in [strings]\n * that matches this string at that position.\n */\npublic fun CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =\n findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1\n\n\n// indexOf\n\n/**\n * Returns the index within this string of the first occurrence of the specified character, starting from the specified [startIndex].\n *\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the first occurrence of [char] or -1 if none is found.\n */\npublic fun CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n indexOfAny(charArrayOf(char), startIndex, ignoreCase)\n else\n nativeIndexOf(char, startIndex)\n}\n\n/**\n * Returns the index within this char sequence of the first occurrence of the specified [string],\n * starting from the specified [startIndex].\n *\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the first occurrence of [string] or `-1` if none is

found.\n * @sample samples.text.Strings.indexOf\n */\npublic fun CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n indexOf(string, startIndex, length, ignoreCase)\n else\n nativeIndexOf(string, startIndex)\n}\n\n/**\n * Returns the index within this char sequence of the last occurrence of the specified character,\n * starting from the specified [startIndex].\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the last occurrence of [char] or -1 if none is found.\n */\npublic fun CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)\n else\n nativeLastIndexOf(char, startIndex)\n}\n\n/**\n * Returns the index within this char sequence of the last occurrence of the specified [string],\n * starting from the specified [startIndex].\n *\n * @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the last occurrence of [string] or -1 if none is found.\n */\npublic fun CharSequence.lastIndexOf(string: String, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n return if (ignoreCase || this !is String)\n indexOf(string, startIndex, 0, ignoreCase, last = true)\n else\n nativeLastIndexOf(string, startIndex)\n}\n\n/**\n * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.\n *\n * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n */\n@Suppress(\"INAPPLICABLE_OPERATOR_MODIFIER\")\npublic operator fun CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =\n if (other is String)\n indexOf(other, ignoreCase = ignoreCase) >= 0\n else\n indexOf(other, 0, length, ignoreCase) >= 0\n\n\n\n/**\n * Returns `true` if this char sequence contains the specified character [char].\n *\n * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.\n */\n@Suppress(\"INAPPLICABLE_OPERATOR_MODIFIER\")\npublic operator fun CharSequence.contains(char: Char, ignoreCase: Boolean = false): Boolean =\n indexOf(char, ignoreCase = ignoreCase) >= 0\n\n/**\n * Returns `true` if this char sequence contains at least one match of the specified regular expression [regex].\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun CharSequence.contains(regex: Regex): Boolean = regex.containsMatchIn(this)\n\n\n// rangesDelimitedBy\n\n\nprivate class DelimitedRangesSequence(\n private val input: CharSequence,\n private val startIndex: Int,\n private val limit: Int,\n private val getNextMatch: CharSequence.(currentIndex: Int) -> Pair<Int, Int>?\n) : Sequence<IntRange> {\n\n override fun iterator(): Iterator<IntRange> = object : Iterator<IntRange> {\n var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n var currentStartIndex: Int = startIndex.coerceIn(0, input.length)\n var nextSearchIndex: Int = currentStartIndex\n var nextItem: IntRange? = null\n var counter: Int = 0\n\n private fun calcNext() {\n if (nextSearchIndex < 0) {\n nextState = 0\n nextItem = null\n } else {\n if (limit > 0 && ++counter >= limit || nextSearchIndex > input.length) {\n nextItem = currentStartIndex..input.lastIndex\n nextSearchIndex = -1\n } else {\n val match = input.getNextMatch(nextSearchIndex)\n if (match == null) {\n nextItem = currentStartIndex..input.lastIndex\n nextSearchIndex = -1\n } else {\n val (index, length) = match\n nextItem = currentStartIndex until index\n currentStartIndex = index + length\n nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0\n }\n }\n nextState = 1\n }\n }\n\n override fun next(): IntRange {\n if (nextState == -1)\n calcNext()\n if (nextState == 0)\n throw NoSuchElementException()\n val result = nextItem as IntRange\n // Clean next to avoid keeping reference on yielded instance\n nextItem = null\n nextState = -1\n return result\n }\n\n override fun hasNext(): Boolean {\n if (nextState == -1)\n calcNext()\n return nextState == 1\n }\n }\n}\n\n/**\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more characters to be used as delimiters.\n * @param startIndex The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is

coerced to be non-negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n */\nprivate fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n requireNonNegativeLimit(limit)\n\n return DelimitedRangesSequence(this, startIndex, limit, { currentIndex ->\n indexOfAny(delimiters, currentIndex, ignoreCase = ignoreCase).let { if (it < 0) null else it to 1 }\n })\n}\n\n\n/**\n * Returns a sequence of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more strings to be used as delimiters.\n * @param startIndex The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n *\n * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [delimiters]\n * that matches this string at that position.\n */\nprivate fun CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n requireNonNegativeLimit(limit)\n val delimitersList = delimiters.asList()\n\n return DelimitedRangesSequence(this, startIndex, limit, { currentIndex -> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length } })\n\n}\n\ninternal fun requireNonNegativeLimit(limit: Int) =\n require(limit >= 0) { \"Limit must be non-negative, but was $limit\" }\n\n\n// split\n\n/**\n * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more strings to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n *\n * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the beginning to the end of this string, and finds at each position the first element in [delimiters]\n * that matches this string at that position.\n */\npublic fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n/**\n * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more strings to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n *\n * To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the beginning to the end of this string, and matches at each position the first element in [delimiters]\n * that is equal to a delimiter in this instance at that position.\n */\npublic fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {\n if (delimiters.size == 1) {\n val delimiter = delimiters[0]\n if (!delimiter.isEmpty()) {\n return split(delimiter, ignoreCase, limit)\n }\n }\n\n return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }\n}\n\n/**\n * Splits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more characters to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return.\n */\npublic fun CharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n/**\n * Splits this char sequence to a list of strings around occurrences of the specified [delimiters].\n *\n * @param delimiters One or more characters to be used as delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return.\n */\npublic fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {\n if (delimiters.size == 1) {\n return split(delimiters[0].toString(), ignoreCase, limit)\n }\n\n return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it)

}\n}\n\n/**\n * Splits this char sequence to a list of strings around occurrences of the specified [delimiter].\n * This is specialized version of split which receives single non-empty delimiter and offers better performance\n *\n * @param delimiter String used as delimiter\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return.\n */\nprivate fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {\n requireNonNegativeLimit(limit)\n\n var currentOffset = 0\n var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n if (nextIndex == -1 || limit == 1) {\n return listOf(this.toString())\n }\n\n val isLimited = limit > 0\n val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)\n do {\n result.add(substring(currentOffset, nextIndex))\n currentOffset = nextIndex + delimiter.length\n // Do not search for next occurrence if we're reaching limit\n if (isLimited && result.size == limit - 1) break\n nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n } while (nextIndex != -1)\n\n result.add(substring(currentOffset, length))\n return result\n}\n\n/**\n * Splits this char sequence to a list of strings around matches of the given regular expression.\n *\n * @param limit Non-negative value specifying the maximum number of substrings to return.\n * Zero by default means no limit is set.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> = regex.split(this, limit)\n\n/**\n * Splits this char sequence to a sequence of strings around matches of the given regular expression.\n *\n * @param limit Non-negative value specifying the maximum number of substrings to return.\n * Zero by default means no limit is set.\n * @sample samples.text.Strings.splitToSequence\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.splitToSequence(regex: Regex, limit: Int = 0): Sequence<String> = regex.splitToSequence(this, limit)\n\n/**\n * Splits this char sequence to a sequence of lines delimited by any of the following character sequences: CRLF, LF or CR.\n *\n * The lines returned do not include terminating line separators.\n */\npublic fun CharSequence.lineSequence(): Sequence<String> = splitToSequence(\"\\r\\n\", \"\\n\", \"\\r\")\n\n/**\n * Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.\n *\n * The lines returned do not include terminating line separators.\n */\npublic fun CharSequence.lines(): List<String> = lineSequence().toList()\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the contents of the specified [other],\n * i.e. both char sequences contain the same number of the same characters in the same order.\n *\n * @sample samples.text.Strings.contentEquals\n */\n@SinceKotlin(\"1.5\")\npublic expect infix fun CharSequence?.contentEquals(other: CharSequence?): Boolean\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the contents of the specified [other], optionally ignoring case difference.\n *\n * @param ignoreCase `true` to ignore character case when comparing contents.\n *\n * @sample samples.text.Strings.contentEquals\n */\n@SinceKotlin(\"1.5\")\npublic expect fun CharSequence?.contentEquals(other: CharSequence?, ignoreCase: Boolean): Boolean\n\ninternal fun CharSequence?.contentEqualsIgnoreCaseImpl(other: CharSequence?): Boolean {\n if (this is String && other is String) {\n return this.equals(other, ignoreCase = true)\n }\n\n if (this === other) return true\n if (this == null || other == null || this.length != other.length) return false\n\n for (i in 0 until length) {\n if (!this[i].equals(other[i], ignoreCase = true)) {\n return false\n }\n }\n\n return true\n}\n\ninternal fun CharSequence?.contentEqualsImpl(other: CharSequence?): Boolean {\n if (this is String && other is String) {\n return this == other\n }\n\n if (this === other) return true\n if (this == null || other == null || this.length != other.length) return false\n\n for (i in 0 until length) {\n if (this[i] != other[i]) {\n return false\n }\n }\n\n return true\n}\n\n/**\n * Returns `true` if the content of this string is equal to the word \"true\", `false` if it is equal to \"false\",\n * and throws an exception otherwise.\n *\n * There is also a lenient version of the function available on nullable String, [String?.toBoolean].\n * Note that this function is case-sensitive.\n *\n * @sample samples.text.Strings.toBooleanStrict\n */\n@SinceKotlin(\"1.5\")\npublic fun String.toBooleanStrict(): Boolean = when (this) {\n \"true\" -> true\n \"false\" -> false\n else -> throw IllegalArgumentException(\"The string doesn't represent a boolean value: $this\")\n}\n\n/**\n * Returns `true` if the content of this string is equal to the word \"true\", `false` if it is equal to \"false\",\n * and `null` otherwise.\n *\n * There is also a lenient version of the function available on nullable String, [String?.toBoolean].\n * Note that this function is case-sensitive.\n *\n *

@sample samples.text.Strings.toBooleanStrictOrNull\n */\n@SinceKotlin(\"1.5\")\npublic fun String.toBooleanStrictOrNull(): Boolean? = when (this) {\n \"true\" -> true\n \"false\" -> false\n else -> null\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class UByteArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {\n\n /** Creates a new array of the specified [size], with all elements initialized to zero. */\n public constructor(size: Int) : this(ByteArray(size))\n\n /**\n * Returns the array element at the given [index]. This method can be called using the index operator.\n *\n * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n public operator fun get(index: Int): UByte = storage[index].toUByte()\n\n /**\n * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.\n *\n * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n public operator fun set(index: Int, value: UByte) {\n storage[index] = value.toByte()\n }\n\n /** Returns the number of elements in the array. */\n public override val size: Int get() = storage.size\n\n /** Creates an iterator over the elements of the array. */\n public override operator fun iterator(): kotlin.collections.Iterator<UByte> = Iterator(storage)\n\n @Suppress(\"DEPRECATION_ERROR\")\n private class Iterator(private val array: ByteArray) : UByteIterator() {\n private var index = 0\n override fun hasNext() = index < array.size\n override fun nextUByte() = if (index < array.size) array[index++].toUByte() else throw NoSuchElementException(index.toString())\n }\n\n override fun contains(element: UByte): Boolean {\n // TODO: Eliminate this check after KT-30016 gets fixed.\n // Currently JS BE does not generate special bridge method for this method.\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is UByte) return false\n\n return storage.contains(element.toByte())\n }\n\n override fun containsAll(elements: Collection<UByte>): Boolean {\n return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }\n }\n\n override fun isEmpty(): Boolean = this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size], where each element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called for each array element sequentially starting from the first one.\n * It should return the value for an array element given its index.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {\n return UByteArray(ByteArray(size) { index -> init(index).toByte() })\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class UIntArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {\n\n /** Creates a new array of the specified [size], with all elements initialized to zero. */\n public constructor(size: Int) : this(IntArray(size))\n\n /**\n * Returns the array element at the given [index]. This method can be called using the index operator.\n *\n * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n public operator fun get(index: Int): UInt = storage[index].toUInt()\n\n /**\n * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.\n *\n * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n public operator fun set(index: Int, value: UInt) {\n storage[index] = value.toInt()\n }\n\n /** Returns the number of elements in the array. */\n public override val size: Int get() = storage.size\n\n /** Creates an iterator over the elements of the array. */\n public override operator fun iterator(): kotlin.collections.Iterator<UInt>

= Iterator(storage)\n\n   @Suppress(\"DEPRECATION_ERROR\")\n   private class Iterator(private val array: IntArray) : UIntIterator() {\n   private var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextUInt() = if (index < array.size) array[index++].toUInt() else throw NoSuchElementException(index.toString())\n   }\n\n   override fun contains(element: UInt): Boolean {\n   // TODO: Eliminate this check after KT-30016 gets fixed.\n   // Currently JS BE does not generate special bridge method for this method.\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is UInt) return false\n\n   return storage.contains(element.toInt())\n   }\n\n   override fun containsAll(elements: Collection<UInt>): Boolean {\n   return (elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }\n   }\n\n   override fun isEmpty(): Boolean = this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size], where each element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called for each array element sequentially starting from the first one.\n * It should return the value for an array element given its index.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {\n   return UIntArray(IntArray(size) { index -> init(index).toInt()\n})\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class ULongArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> {\n\n   /** Creates a new array of the specified [size], with all elements initialized to zero. */\n   public constructor(size: Int) : this(LongArray(size))\n\n   /**\n   * Returns the array element at the given [index]. This method can be called using the index operator.\n   *\n   * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n   * where the behavior is unspecified.\n   */\n   public operator fun get(index: Int): ULong = storage[index].toULong()\n\n   /**\n   * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.\n   *\n   * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n   * where the behavior is unspecified.\n   */\n   public operator fun set(index: Int, value: ULong) {\n   storage[index] = value.toLong()\n   }\n\n   /** Returns the number of elements in the array. */\n   public override val size: Int get() = storage.size\n\n   /** Creates an iterator over the elements of the array. */\n   public override operator fun iterator(): kotlin.collections.Iterator<ULong> = Iterator(storage)\n\n   @Suppress(\"DEPRECATION_ERROR\")\n   private class Iterator(private val array: LongArray) : ULongIterator() {\n   private var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextULong() = if (index < array.size) array[index++].toULong() else throw NoSuchElementException(index.toString())\n   }\n\n   override fun contains(element: ULong): Boolean {\n   // TODO: Eliminate this check after KT-30016 gets fixed.\n   // Currently JS BE does not generate special bridge method for this method.\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is ULong) return false\n\n   return storage.contains(element.toLong())\n   }\n\n   override fun containsAll(elements: Collection<ULong>): Boolean {\n   return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }\n   }\n\n   override fun isEmpty(): Boolean = this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size], where each element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called for each array element sequentially starting from the first one.\n * It should return the value for an array element given its index.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {\n   return ULongArray(LongArray(size) { index -> init(index).toLong()\n})\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements\n","/*\n * Copyright 2010-2021 JetBrains s.r.o.

and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class UShortArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {\n\n   /** Creates a new array of the specified [size], with all elements initialized to zero. */\n   public constructor(size: Int) : this(ShortArray(size))\n\n   /**\n   * Returns the array element at the given [index]. This method can be called using the index operator.\n   *\n   * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n   * where the behavior is unspecified.\n   */\n   public operator fun get(index: Int): UShort = storage[index].toUShort()\n\n   /**\n   * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.\n   *\n   * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n   * where the behavior is unspecified.\n   */\n   public operator fun set(index: Int, value: UShort) {\n   storage[index] = value.toShort()\n   }\n\n   /** Returns the number of elements in the array. */\n   public override val size: Int get() = storage.size\n\n   /** Creates an iterator over the elements of the array. */\n   public override operator fun iterator(): kotlin.collections.Iterator<UShort> = Iterator(storage)\n\n   @Suppress(\"DEPRECATION_ERROR\")\n   private class Iterator(private val array: ShortArray) : UShortIterator() {\n   private var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextUShort() = if (index < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())\n   }\n\n   override fun contains(element: UShort): Boolean {\n   // TODO: Eliminate this check after KT-30016 gets fixed.\n   // Currently JS BE does not generate special bridge method for this method.\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is UShort) return false\n\n   return storage.contains(element.toShort())\n   }\n\n   override fun containsAll(elements: Collection<UShort>): Boolean {\n   return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }\n   }\n\n   override fun isEmpty(): Boolean = this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size], where each element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called for each array element sequentially starting from the first one.\n * It should return the value for an array element given its index.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {\n   return UShortArray(ShortArray(size) { index -> init(index).toShort()\n})\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"UArraysKt\")\n@file:kotlin.jvm.JvmPackageName(\"kotlin.collections.unsigned\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component1(): UInt {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component1(): ULong {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun

UByteArray.component1(): UByte {\n   return get(0)\n}\n\n/**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component1(): UShort {\n   return get(0)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component2(): UInt {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component2(): ULong {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component2(): UByte {\n   return get(1)\n}\n\n/**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component2(): UShort {\n   return get(1)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component3(): UInt {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component3(): ULong {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component3(): UByte {\n   return get(2)\n}\n\n/**\n * Returns 3rd *element* from the array.\n * \n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component3(): UShort {\n   return get(2)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component4(): UInt {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component4(): ULong {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component4(): UByte {\n   return get(3)\n}\n\n/**\n * Returns 4th *element* from the array.\n * \n *

If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component4(): UShort {\n   return get(3)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component5(): UInt {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component5(): ULong {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component5(): UByte {\n   return get(4)\n}\n\n/**\n * Returns 5th *element* from the array.\n * \n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort {\n   return get(4)\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.elementAt(index: Int): UInt\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.elementAt(index: Int): ULong\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.elementAt(index: Int): UByte\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun UShortArray.elementAt(index: Int): UShort\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\n   return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample

samples.collections.Collections.Elements.elementAtOrElse\n
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*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.lastOrNull(): UShort? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.random(): UInt {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.random(): ULong {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.random(): UByte {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.random(): UShort {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.random(random: Random): UInt {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.random(random: Random): ULong {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.random(random: Random): UByte {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.random(random: Random): UShort {\n if (isEmpty())\n throw NoSuchElementException(\"Array is empty.\")\n return

get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.randomOrNull(): UInt? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.randomOrNull(): ULong? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.randomOrNull(): UByte? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.randomOrNull(): UShort? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun UIntArray.randomOrNull(random: Random): UInt? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun ULongArray.randomOrNull(random: Random): ULong? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun UByteArray.randomOrNull(random: Random): UByte? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun UShortArray.randomOrNull(random: Random): UShort? {\n   if (isEmpty())\n   return null\n   return get(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.single(): UInt {\n   return storage.single().toUInt()\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.single(): ULong {\n   return storage.single().toULong()\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.single(): UByte {\n   return storage.single().toUByte()\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.single(): UShort {\n   return storage.single().toUShort()\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {\n   var single: UInt? = null\n   var found = false\n   for (element in this) {\n   if (predicate(element)) {\n   if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n   single = element\n   found = true\n   }\n   }\n   if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n   @Suppress(\"UNCHECKED_CAST\")\n   return single as UInt\n}\n\n/**\n * Returns the single element matching

the given [predicate], or throws exception if there is no or more than one matching element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {\n var single: ULong? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as ULong\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {\n var single: UByte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as UByte\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {\n var single: UShort? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException(\"Array contains more than one matching element.\")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException(\"Array contains no element matching the predicate.\")\n @Suppress(\"UNCHECKED_CAST\")\n return single as UShort\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull(): UInt? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull(): ULong? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull(): UByte? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull(): UShort? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n var single: UInt? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n var single: ULong? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n var single: UByte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline

fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {\n   var single: UShort? = null\n   var found = false\n   for (element in this) {\n   if (predicate(element)) {\n   if (found) return null\n   single = element\n   found = true\n   }\n   }\n   if (!found) return null\n   return single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.drop(n: Int): List<UInt> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.drop(n: Int): List<ULong> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.drop(n: Int): List<UByte> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.dropLast(n: Int): List<UInt> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.dropLast(n: Int): List<ULong> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.dropLast(n: Int): List<UByte> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.dropLast(n: Int): List<UShort> {\n   require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {\n   for (index in lastIndex downTo 0) {\n   if (!predicate(this[index])) {\n   return take(index + 1)\n   }\n   }\n   return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample

samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {\n for (index in lastIndex downTo 0)
{\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n
* Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {\n for (index in lastIndex downTo 0)
{\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n
* Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {\n for (index in lastIndex downTo
0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return
emptyList()\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {\n var yielding = false\n val list =
ArrayList<UInt>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n
list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {\n var yielding = false\n val list =
ArrayList<ULong>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {\n var yielding = false\n val list =
ArrayList<UByte>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {\n var yielding = false\n val list =
ArrayList<UShort>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing only
elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {\n return filterTo(ArrayList<UInt>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {\n return filterTo(ArrayList<ULong>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {\n return filterTo(ArrayList<UByte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {\n return filterTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {\n return filterIndexedTo(ArrayList<UInt>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {\n return filterIndexedTo(ArrayList<ULong>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {\n return filterIndexedTo(ArrayList<UByte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n return filterIndexedTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element))

destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {\n   forEachIndexed { index, element ->\n   if (predicate(index, element)) destination.add(element)\n   }\n   return destination\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {\n   return filterNotTo(ArrayList<UInt>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {\n   return filterNotTo(ArrayList<ULong>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {\n   return filterNotTo(ArrayList<UByte>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {\n   return filterNotTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {\n   for (element in this) if (!predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {\n   for (element in this) if (predicate(element)) destination.add(element)\n   return destination\n}\n\n/**\n * Appends all elements

matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C : MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: IntRange): List<UInt> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: IntRange): List<ULong> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: IntRange): List<UByte> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: IntRange): List<UShort> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: Iterable<Int>): List<UInt> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<UInt>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: Iterable<Int>): List<ULong> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<ULong>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: Iterable<Int>): List<UByte> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<UByte>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: Iterable<Int>): List<UShort> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<UShort>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {\n return UIntArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sliceArray(indices:

Collection<Int>): ULongArray {\n   return ULongArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {\n   return UByteArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {\n   return UShortArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sliceArray(indices: IntRange): UIntArray {\n   return UIntArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sliceArray(indices: IntRange): ULongArray {\n   return ULongArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sliceArray(indices: IntRange): UByteArray {\n   return UByteArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sliceArray(indices: IntRange): UShortArray {\n   return UShortArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.take(n: Int): List<UInt> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[0])\n   var count = 0\n   val list = ArrayList<UInt>(n)\n   for (item in this) {\n   list.add(item)\n   if (++count == n)\n   break\n   }\n   return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.take(n: Int): List<ULong> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[0])\n   var count = 0\n   val list = ArrayList<ULong>(n)\n   for (item in this) {\n   list.add(item)\n   if (++count == n)\n   break\n   }\n   return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.take(n: Int): List<UByte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[0])\n   var count = 0\n   val list = ArrayList<UByte>(n)\n   for (item in this) {\n   list.add(item)\n   if (++count == n)\n   break\n   }\n   return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.take(n: Int): List<UShort> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[0])\n   var count = 0\n   val list = ArrayList<UShort>(n)\n   for (item in this) {\n   list.add(item)\n   if (++count == n)\n   break\n   }\n   return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.takeLast(n: Int): List<UInt> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n   if (n == 0) return emptyList()\n   val size = size\n   if (n >= size) return toList()\n   if (n == 1) return listOf(this[size - 1])\n   val list = ArrayList<UInt>(n)\n

for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.takeLast(n: Int): List<ULong> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<ULong>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.takeLast(n: Int): List<UByte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<UByte>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.takeLast(n: Int): List<UShort> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<UShort>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {\n val list = ArrayList<UInt>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {\n val list = ArrayList<ULong>()\n for

(item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {\n val list = ArrayList<UByte>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {\n val list = ArrayList<UShort>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reverse(): Unit {\n storage.reverse()\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reverse(): Unit {\n storage.reverse()\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reverse(): Unit {\n storage.reverse()\n}\n\n/**\n * Reverses elements in the array in-place.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reverse(): Unit {\n storage.reverse()\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex, toIndex)\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.reversed(): List<UInt> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.reversed(): List<ULong> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns

a list with elements in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.reversed(): List<UByte> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns a list with elements in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.reversed(): List<UShort> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reversedArray(): UIntArray {\n return UIntArray(storage.reversedArray())\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reversedArray(): ULongArray {\n return ULongArray(storage.reversedArray())\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.reversedArray(): UByteArray {\n return UByteArray(storage.reversedArray())\n}\n\n/**\n * Returns an array with elements of this array in reversed order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reversedArray(): UShortArray {\n return UShortArray(storage.reversedArray())\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.shuffle(): Unit {\n shuffle(Random)\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See: https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements

in the array in-place descending according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortDescending(): Unit {\n   if (size > 1) {\n   sort()\n   reverse()\n   }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortDescending(): Unit {\n   if (size > 1) {\n   sort()\n   reverse()\n   }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortDescending(): Unit {\n
if (size > 1) {\n   sort()\n   reverse()\n   }\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sorted(): List<UInt> {\n   return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sorted(): List<ULong> {\n   return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sorted(): List<UByte> {\n
return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sorted(): List<UShort> {\n   return copyOf().apply { sort() }.asList()\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArray(): UIntArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArray(): ULongArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArray(): UByteArray {\n
if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArray(): UShortArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArrayDescending(): UIntArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArrayDescending(): ULongArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArrayDescending(): UByteArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to their natural sort order.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArrayDescending(): UShortArray {\n   if (isEmpty()) return this\n   return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedDescending(): List<UInt> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedDescending(): List<ULong> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n *

Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedDescending(): List<UByte> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedDescending(): List<UShort> {\n   return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.asByteArray(): ByteArray {\n   return storage\n}\n\n/**\n * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.asIntArray(): IntArray {\n   return storage\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.asList(): List<UInt>\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.asList(): List<ULong>\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.asList(): List<UByte>\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic expect fun UShortArray.asList(): List<UShort>\n\n/**\n * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.asLongArray(): LongArray {\n   return storage\n}\n\n/**\n * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.asShortArray(): ShortArray {\n   return storage\n}\n\n/**\n * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.asUByteArray(): UByteArray {\n   return UByteArray(this)\n}\n\n/**\n * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.asUIntArray(): UIntArray {\n   return UIntArray(this)\n}\n\n/**\n * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.asULongArray(): ULongArray {\n   return ULongArray(this)\n}\n\n/**\n * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.asUShortArray(): UShortArray {\n   return UShortArray(this)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun UIntArray.contentEquals(other: UIntArray): Boolean {\n   return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to

one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun ULongArray.contentEquals(other: ULongArray): Boolean {\n   return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun UByteArray.contentEquals(other: UByteArray): Boolean {\n   return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun UShortArray.contentEquals(other: UShortArray): Boolean {\n   return this.contentEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {\n   return this?.storage.contentEquals(other?.storage)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {\n   return this?.storage.contentEquals(other?.storage)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {\n   return this?.storage.contentEquals(other?.storage)\n}\n\n/**\n * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {\n   return this?.storage.contentEquals(other?.storage)\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.contentHashCode(): Int {\n   return this.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray?.contentHashCode(): Int {\n return this?.storage.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun

ULongArray?.contentHashCode(): Int {\n   return this?.storage.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray?.contentHashCode(): Int {\n return this?.storage.contentHashCode()\n}\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray?.contentHashCode(): Int {\n   return this?.storage.contentHashCode()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@Deprecated(\"Use Kotlin compiler 1.4 to avoid deprecation warning.\")\n@SinceKotlin(\"1.3\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.contentToString(): String {\n   return this.contentToString()\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray?.contentToString(): String {\n return this?.joinToString(\", \", \"[\", \"]\") ?: \"null\"\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray?.contentToString(): String {\n return this?.joinToString(\", \", \"[\", \"]\") ?: \"null\"\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray?.contentToString(): String {\n return this?.joinToString(\", \", \"[\", \"]\") ?: \"null\"\n}\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray?.contentToString(): String {\n return this?.joinToString(\", \", \"[\", \"]\") ?: \"null\"\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array

starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {\n   storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {\n   storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {\n   storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {\n   storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n   return destination\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copyOf(): UIntArray {\n   return UIntArray(storage.copyOf())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.copyOf(): ULongArray {\n   return ULongArray(storage.copyOf())\n}\n\n/**\n * Returns new array

which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOf(): UByteArray {\n   return UByteArray(storage.copyOf())\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.copyOf(): UShortArray {\n   return UShortArray(storage.copyOf())\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copyOf(newSize: Int): UIntArray {\n   return UIntArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.copyOf(newSize: Int): ULongArray {\n   return ULongArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOf(newSize: Int): UByteArray {\n   return UByteArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.copyOf(newSize: Int): UShortArray {\n   return UShortArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {\n   return UIntArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {\n   return ULongArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {\n   return UByteArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {\n   return UShortArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {\n   storage.fill(element.toInt(), fromIndex, toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {\n   storage.fill(element.toLong(), fromIndex, toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n   storage.fill(element.toByte(), fromIndex, toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {\n   storage.fill(element.toShort(), fromIndex, toIndex)\n}\n\n/**\n * Returns the range of valid indices for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.indices: IntRange\n   get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.indices: IntRange\n   get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.indices: IntRange\n   get() = storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.indices: IntRange\n   get() = storage.indices\n\n/**\n * Returns the last valid index for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.lastIndex: Int\n   get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.lastIndex: Int\n   get() = storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.lastIndex: Int\n   get() =

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storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.lastIndex: Int\n    get() =
storage.lastIndex\n\n/**\n * Returns an array containing all elements of the original array and then the given
[element].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
operator fun UIntArray.plus(element: UInt): UIntArray {\n    return UIntArray(storage +
element.toInt())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given
[element].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
operator fun ULongArray.plus(element: ULong): ULongArray {\n    return ULongArray(storage +
element.toLong())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given
[element].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
operator fun UByteArray.plus(element: UByte): UByteArray {\n    return UByteArray(storage +
element.toByte())\n}\n\n/**\n * Returns an array containing all elements of the original array and then the given
[element].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
operator fun UShortArray.plus(element: UShort): UShortArray {\n    return UShortArray(storage +
element.toShort())\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic operator
fun UIntArray.plus(elements: Collection<UInt>): UIntArray {\n    var index = size\n    val result =
storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toInt()\n    return
UIntArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic operator
fun ULongArray.plus(elements: Collection<ULong>): ULongArray {\n    var index = size\n    val result =
storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toLong()\n    return
ULongArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all
elements of the given [elements] collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {\n    var index = size\n    val result =
storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toByte()\n    return
UByteArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic operator
fun UShortArray.plus(elements: Collection<UShort>): UShortArray {\n    var index = size\n    val result =
storage.copyOf(size + elements.size)\n    for (element in elements) result[index++] = element.toShort()\n    return
UShortArray(result)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all
elements of the given [elements] array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UIntArray.plus(elements: UIntArray): UIntArray {\n    return UIntArray(storage + elements.storage)\n}\n\n/**\n *
Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
ULongArray.plus(elements: ULongArray): ULongArray {\n    return ULongArray(storage +
elements.storage)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UByteArray.plus(elements: UByteArray): UByteArray {\n    return UByteArray(storage +
elements.storage)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements
of the given [elements] array.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun
UShortArray.plus(elements: UShortArray): UShortArray {\n    return UShortArray(storage +
elements.storage)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample
samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic
fun UIntArray.sort(): Unit {\n    if (size > 1) sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n * \n *
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@sample samples.collections.Arrays.Sorting.sortArray\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(): Unit {\n   if (size > 1) sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(): Unit {\n   if (size > 1) sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(): Unit {\n   if (size > 1) sortArray(this, 0, size)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n   sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements

of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n   sort(fromIndex, toIndex)\n   reverse(fromIndex, toIndex)\n}\n\n/**\n * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.toByteArray(): ByteArray {\n   return storage.copyOf()\n}\n\n/**\n * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.toIntArray(): IntArray {\n   return storage.copyOf()\n}\n\n/**\n * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.toLongArray(): LongArray {\n   return storage.copyOf()\n}\n\n/**\n * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.toShortArray(): ShortArray {\n   return storage.copyOf()\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.toTypedArray(): Array<UInt> {\n   return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.toTypedArray(): Array<ULong> {\n   return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.toTypedArray(): Array<UByte> {\n   return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.toTypedArray(): Array<UShort> {\n   return Array(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of UByte containing all of the elements of this generic array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Array<out UByte>.toUByteArray(): UByteArray {\n   return UByteArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.toUByteArray(): UByteArray {\n   return UByteArray(this.copyOf())\n}\n\n/**\n * Returns an array of UInt containing all of the elements of this generic array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Array<out UInt>.toUIntArray(): UIntArray {\n   return UIntArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this

array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.toUIntArray(): UIntArray {\n   return UIntArray(this.copyOf())\n}\n\n/**\n * Returns an array of ULong containing all of the elements of this generic array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Array<out ULong>.toULongArray(): ULongArray {\n   return ULongArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.toULongArray(): ULongArray {\n   return ULongArray(this.copyOf())\n}\n\n/**\n * Returns an array of UShort containing all of the elements of this generic array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Array<out UShort>.toUShortArray(): UShortArray {\n   return UShortArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type [UShortArray], which is a copy of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.toUShortArray(): UShortArray {\n   return UShortArray(this.copyOf())\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {\n   val result = LinkedHashMap<UInt, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {\n   val result = LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {\n   val result = LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UShortArray.associateWith(valueSelector: (UShort) -> V): Map<UShort, V> {\n   val result = LinkedHashMap<UShort, V>(mapCapacity(size).coerceAtLeast(16))\n   return associateWithTo(result, valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n

*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination: M, valueSelector: (UShort) -> V): M {\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.flatMapIndexed(transform: (index: Int, ULong) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n

destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {\n   for (element in this) {\n   val list = transform(element)\n   destination.addAll(list)\n   }\n   return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {\n   return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {\n   return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {\n   return groupByTo(LinkedHashMap<K, MutableList<UByte>>(), keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {\n   return groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given

[keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {\n   return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {\n   for (element in this) {\n   val key = keySelector(element)\n   val list = destination.getOrPut(key) { ArrayList<UInt>() }\n   list.add(element)\n   }\n   return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {\n   for (element in this) {\n   val key = keySelector(element)\n   val list = destination.getOrPut(key) { ArrayList<ULong>() }\n   list.add(element)\n   }\n   return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M :

MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<UByte>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<UShort>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K, valueTransform: (UInt) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K, valueTransform: (ULong) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K, valueTransform: (UByte) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.map(transform: (UInt) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n

*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.map(transform: (ULong) -> R): List<R> {\n   return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.map(transform: (UByte) -> R): List<R> {\n   return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.map(transform: (UShort) -> R): List<R> {\n   return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.mapIndexed(transform: (index: Int, ULong) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {\n   return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {\n   var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {\n

var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {\n var index = 0\n   for (item in this)\n   destination.add(transform(index++, item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {\n   for (item in this)\n destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {\n   for (item in this)\n   destination.add(transform(item))\n   return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {\n   return IndexingIterable { iterator() }\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.all\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if all elements match the given [predicate].\n * \n * @sample

samples.collections.Collections.Aggregates.all\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {\n   for (element in this) if (!predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.any(): Boolean {\n   return storage.any()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.any(): Boolean {\n   return storage.any()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.any(): Boolean {\n   return storage.any()\n}\n\n/**\n * Returns `true` if array has at least one element.\n * \n * @sample samples.collections.Collections.Aggregates.any\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.any(): Boolean {\n   return storage.any()\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return true\n   return false\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) ++count\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) ++count\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) ++count\n   return count\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {\n   var count = 0\n   for (element in this) if (predicate(element)) ++count\n   return count\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {\n   var accumulator = initial\n   for (element in this) accumulator = operation(accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): R {\n   var index = 0\n   var accumulator = initial\n   for (element in this) accumulator = operation(index++, accumulator, element)\n   return

accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {\n   var index = lastIndex\n   var accumulator = initial\n   while (index >= 0) {\n   accumulator = operation(index, get(index), accumulator)\n   --index\n   }\n   return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {\n   for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {\n   var index = 0\n   for (item in this) action(index++, item)\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.max(): UInt? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.max(): ULong? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\",

ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.max(): UByte? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxOrNull instead.\", ReplaceWith(\"this.maxOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.max(): UShort? {\n   return maxOrNull()\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {\n   return maxByOrNull(selector)\n}\n\n@Deprecated(\"Use maxByOrNull instead.\", ReplaceWith(\"this.maxByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {\n   return maxByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxByOrNull(selector: (ULong) -> R): ULong? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {\n   if (isEmpty()) return null\n   var maxElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return maxElem\n   var maxValue = selector(maxElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (maxValue < v) {\n   maxElem = e\n   maxValue = v\n   }\n   }\n   return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n

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*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.maxOf(selector: (UInt) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOf(selector: (ULong) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.maxOf(selector: (UByte) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.maxOf(selector: (UShort) -> Double): Double {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.maxOf(selector: (UInt) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue = maxOf(maxValue, v)\n    }\n    return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOf(selector: (ULong) -> Float): Float {\n    if (isEmpty()) throw NoSuchElementException()\n    var maxValue = selector(this[0])\n    for (i in 1..lastIndex) {\n        val v = selector(this[i])\n        maxValue =
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maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.maxOf(selector: (UShort) -> Float): Float {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (maxValue < v) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (maxValue < v) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (maxValue < v) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (maxValue < v) {\n   maxValue = v\n   }\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Float): Float? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Float): Float? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Float): Float? {\n   if (isEmpty()) return null\n   var maxValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   maxValue = maxOf(maxValue, v)\n   }\n   return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxOfOrNull(selector: (UInt) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxOfOrNull(selector: (ULong) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOfOrNull(selector: (UByte) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.maxOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxOrNull(): UInt? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxOrNull(): ULong? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxOrNull(): UByte? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max

= e\n   }\n   return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxOrNull(): UShort? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (max < e) max = e\n   }\n   return max\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxWith(comparator: Comparator<in UByte>): UByte? {\n   return maxWithOrNull(comparator)\n}\n\n@Deprecated(\"Use maxWithOrNull instead.\", ReplaceWith(\"this.maxWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxWith(comparator: Comparator<in UShort>): UShort? {\n   return maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxWithOrNull(comparator: Comparator<in UInt>): UInt? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.maxWithOrNull(comparator: Comparator<in ULong>): ULong? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.maxWithOrNull(comparator: Comparator<in UByte>): UByte? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.maxWithOrNull(comparator: Comparator<in UShort>): UShort? {\n   if (isEmpty()) return null\n   var max = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(max, e) < 0) max = e\n   }\n   return max\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.min(): UInt? {\n   return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.min(): ULong? {\n   return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.min(): UByte? {\n   return minOrNull()\n}\n\n@Deprecated(\"Use minOrNull instead.\", ReplaceWith(\"this.minOrNull()\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.min():

UShort? {\n   return minOrNull()\n}\n\n@Deprecated(\"Use minByOrNull instead.\",
ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince =
\"1.5\", hiddenSince =
\"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {\n   return
minByOrNull(selector)\n}\n\n@Deprecated(\"Use minByOrNull instead.\",
ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince =
\"1.5\", hiddenSince =
\"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong? {\n   return
minByOrNull(selector)\n}\n\n@Deprecated(\"Use minByOrNull instead.\",
ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince =
\"1.5\", hiddenSince =
\"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {\n   return
minByOrNull(selector)\n}\n\n@Deprecated(\"Use minByOrNull instead.\",
ReplaceWith(\"this.minByOrNull(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince =
\"1.5\", hiddenSince =
\"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {\n   return
minByOrNull(selector)\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or
`null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R): UInt? {\n   if (isEmpty()) return null\n   var
minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue =
selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v)
{\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {\n   if (isEmpty()) return null\n
var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue =
selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v)
{\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the first
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var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue =
selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v)
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Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {\n   if (isEmpty()) return null\n
var minElem = this[0]\n   val lastIndex = this.lastIndex\n   if (lastIndex == 0) return minElem\n   var minValue =
selector(minElem)\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   val v = selector(e)\n   if (minValue > v)
{\n   minElem = e\n   minValue = v\n   }\n   }\n   return minElem\n}\n\n/**\n * Returns the smallest

value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value 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*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOf(selector: (ULong) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOf(selector: (UByte) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var

minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOf(selector: (UShort) -> Float): Float {\n   if (isEmpty()) throw NoSuchElementException()\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.minOf(selector: (UInt) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (minValue > v) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.minOf(selector: (ULong) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (minValue > v) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (minValue > v) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {\n   if (isEmpty()) throw NoSuchElementException()\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   if (minValue > v) {\n   minValue = v\n   }\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {\n   if (isEmpty()) return null\n   var minValue = selector(this[0])\n   for (i in 1..lastIndex) {\n   val v = selector(this[i])\n   minValue = minOf(minValue, v)\n   }\n   return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOfOrNull(selector: (ULong) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOfOrNull(selector: (UByte) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOfOrNull(selector: (UShort) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOfOrNull(selector: (UInt) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOfOrNull(selector: (ULong) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOfOrNull(selector: (UByte) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOfOrNull(selector: (UShort) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.minOfOrNull(selector: (UInt) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.minOfOrNull(selector: (ULong) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.minOfOrNull(selector: (UByte) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.minOfOrNull(selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.minOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.minOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n

*/\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minOrNull(): UInt? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minOrNull(): ULong? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minOrNull(): UByte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minOrNull(): UShort? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun

UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {\n   return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {\n   return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {\n   return minWithOrNull(comparator)\n}\n\n@Deprecated(\"Use minWithOrNull instead.\", ReplaceWith(\"this.minWithOrNull(comparator)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.5\", hiddenSince = \"1.6\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {\n   return minWithOrNull(comparator)\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minWithOrNull(comparator: Comparator<in UInt>): UInt? {\n   if (isEmpty()) return null\n   var min = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(min, e) > 0) min = e\n   }\n   return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minWithOrNull(comparator: Comparator<in ULong>): ULong? {\n   if (isEmpty()) return null\n   var min = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(min, e) > 0) min = e\n   }\n   return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minWithOrNull(comparator: Comparator<in UByte>): UByte? {\n   if (isEmpty()) return null\n   var min = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(min, e) > 0) min = e\n   }\n   return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minWithOrNull(comparator: Comparator<in UShort>): UShort? {\n   if (isEmpty()) return null\n   var min = this[0]\n   for (i in 1..lastIndex) {\n   val e = this[i]\n   if (comparator.compare(min, e) > 0) min = e\n   }\n   return min\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample samples.collections.Collections.Aggregates.none\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(): Boolean {\n   return isEmpty()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.none(predicate: (UInt) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

ULongArray.none(predicate: (ULong) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {\n   for (element in this) if (predicate(element)) return false\n   return true\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.onEach(action: (UInt) -> Unit): UIntArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.onEach(action: (ULong) -> Unit): ULongArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray {\n   return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit): UShortArray {\n   return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {\n   if (isEmpty())\n   throw

UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {\n   if (isEmpty())\n   throw UnsupportedOperationException(\"Empty array can't be reduced.\")\n   var accumulator = this[0]\n   for (index in 1..lastIndex) {\n   accumulator = operation(accumulator, this[index])\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. 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{\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.reduceRightOrNull(operation: (UShort, acc: UShort) -> UShort): UShort? {\n   var index = lastIndex\n   if (index < 0) return null\n   var accumulator = get(index--)\n   while (index >= 0) {\n   accumulator = operation(get(index--), accumulator)\n   }\n   return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample

samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n if (isEmpty()) return
listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for
(element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n
* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
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samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {\n if (isEmpty()) return
listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for
(element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
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*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n if (isEmpty()) return
listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for
(element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n
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previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.runningFold(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n if (isEmpty()) return
listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for
(element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n
return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element, its index in the original array and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n *
otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the
index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*/\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n if (isEmpty())
return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n
for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function

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[operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<UInt>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<ULong>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying

[operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<UByte>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.runningReduce(operation: (acc: UShort, UShort) -> UShort): List<UShort> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<UShort>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<UInt>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<ULong>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

UByteArray.runningReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {\n   if (isEmpty()) return emptyList()\n   var accumulator = this[0]\n   val result = ArrayList<UByte>(size).apply { add(accumulator) }\n   for (index in 1 until size) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.runningReduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort): List<UShort> {\n   if (isEmpty()) return emptyList()\n   var accumulator = this[0]\n   val result = ArrayList<UShort>(size).apply { add(accumulator) }\n   for (index in 1 until size) {\n   accumulator = operation(index, accumulator, this[index])\n   result.add(accumulator)\n   }\n   return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n   return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R): List<R> {\n   return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n   return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n   return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and

current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): List<R> {\n   return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum

+= selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@Deprecated(\"Use sumOf instead.\", ReplaceWith(\"this.sumOf(selector)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {\n   var sum: Double = 0.0\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfDouble\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector:

(UShort) -> Double): Double {\n   var sum: Double = 0.toDouble()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfInt\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {\n   var sum: Int = 0.toInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.4\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfLong\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector:

(UShort) -> Long): Long {\n   var sum: Long = 0.toLong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {\n   var sum: UInt = 0.toUInt()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n */\n@SinceKotlin(\"1.5\")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@Suppress(\"INAPPLICABLE_JVM_NAME\")\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inli

neOnly\npublic inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {\n   var sum: ULong = 0.toULong()\n   for (element in this) {\n   sum += selector(element)\n   }\n   return sum\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n

*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {\n   val arraySize = size\n   val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n   var i = 0\n   for (element in other) {\n   if (i >= arraySize) break\n   list.add(transform(this[i++], element))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {\n   val arraySize = size\n   val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n   var i = 0\n   for (element in other) {\n   if (i >= arraySize) break\n   list.add(transform(this[i++], element))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {\n   val arraySize = size\n   val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n   var i = 0\n   for (element in other) {\n   if (i >= arraySize) break\n   list.add(transform(this[i++], element))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {\n   val arraySize = size\n   val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n   var i = 0\n   for (element in other) {\n   if (i >= arraySize) break\n   list.add(transform(this[i++], element))\n   }\n   return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest

collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {\n   return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UShortArray.zip(other: UShortArray, transform: (a: UShort, b: UShort) -> V): List<V> {\n   val size = minOf(size, other.size)\n   val list = ArrayList<V>(size)\n   for (i in 0 until size) {\n   list.add(transform(this[i], other[i]))\n   }\n   return list\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Array<out UInt>.sum(): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Array<out ULong>.sum(): ULong {\n   var sum: ULong = 0uL\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@kotlin.jvm.JvmName(\"sumOfUByte\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Array<out UByte>.sum(): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n

*/\n@kotlin.jvm.JvmName(\"sumOfUShort\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsigned Types::class)\npublic fun Array<out UShort>.sum(): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.sum(): UInt {\n   return storage.sum().toUInt()\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sum(): ULong {\n   return storage.sum().toULong()\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sum(): UInt {\n   return sumOf { it.toUInt() }\n}\n\n/**\n * Returns the sum of all elements in the array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.sum(): UInt {\n   return sumOf { it.toUInt() }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"UCollectionsKt\")\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns an array of UByte containing all of the elements of this collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Collection<UByte>.toUByteArray(): UByteArray {\n   val result = UByteArray(size)\n   var index = 0\n   for (element in this)\n   result[index++] = element\n   return result\n}\n\n/**\n * Returns an array of UInt containing all of the elements of this collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Collection<UInt>.toUIntArray(): UIntArray {\n   val result = UIntArray(size)\n   var index = 0\n   for (element in this)\n   result[index++] = element\n   return result\n}\n\n/**\n * Returns an array of ULong containing all of the elements of this collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Collection<ULong>.toULongArray(): ULongArray {\n   val result = ULongArray(size)\n   var index = 0\n   for (element in this)\n   result[index++] = element\n   return result\n}\n\n/**\n * Returns an array of UShort containing all of the elements of this collection.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Collection<UShort>.toUShortArray(): UShortArray {\n   val result = UShortArray(size)\n   var index = 0\n   for (element in this)\n   result[index++] = element\n   return result\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Iterable<UInt>.sum(): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Iterable<ULong>.sum(): ULong {\n   var sum: ULong = 0uL\n   for (element in this) {\n   sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfUByte\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsigned Types::class)\npublic fun Iterable<UByte>.sum(): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n sum += element\n   }\n   return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */\n@kotlin.jvm.JvmName(\"sumOfUShort\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsigned Types::class)\npublic fun Iterable<UShort>.sum(): UInt {\n   var sum: UInt = 0u\n   for (element in this) {\n sum += element\n   }\n   return sum\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"UComparisonsKt\")\n\npackage kotlin.comparisons\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns the greater of two values.\n

*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UInt, b: UInt): UInt {\n   return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: ULong, b: ULong): ULong {\n   return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UByte, b: UByte): UByte {\n   return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UShort, b: UShort): UShort {\n   return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {\n   return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {\n   return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {\n   return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n   return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UInt, vararg other: UInt): UInt {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: ULong, vararg other: ULong): ULong {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte, vararg other: UByte): UByte {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the greater of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UShort, vararg other: UShort): UShort {\n   var max = a\n   for (e in other) max = maxOf(max, e)\n   return max\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UInt, b: UInt): UInt {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: ULong, b: ULong): ULong {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UByte, b: UByte): UByte {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UShort, b: UShort): UShort {\n   return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n   return minOf(a, minOf(b, c))\n}\n\n/**\n *

Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UInt, vararg other: UInt): UInt {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: ULong, vararg other: ULong): ULong {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UByte, vararg other: UByte): UByte {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n/**\n * Returns the smaller of the given values.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UShort, vararg other: UShort): UShort {\n   var min = a\n   for (e in other) min = minOf(min, e)\n   return min\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"URangesKt\")\n\npackage kotlin.ranges\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.random(): UInt {\n   return random(Random)\n}\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.random(): ULong {\n   return random(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UIntRange.random(random: Random): UInt {\n   try {\n   return random.nextUInt(this)\n   } catch(e: IllegalArgumentException) {\n   throw NoSuchElementException(e.message)\n   }\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun ULongRange.random(random: Random): ULong {\n   try {\n   return random.nextULong(this)\n   } catch(e: IllegalArgumentException) {\n   throw NoSuchElementException(e.message)\n   }\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.randomOrNull(): UInt? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.randomOrNull(): ULong? {\n   return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\npublic fun UIntRange.randomOrNull(random: Random): UInt? {\n   if (isEmpty())\n   return null\n   return random.nextUInt(this)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\npublic fun ULongRange.randomOrNull(random: Random): ULong? {\n   if (isEmpty())\n   return null\n   return random.nextULong(this)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntRange.contains(element: UInt?): Boolean {\n   return element != null && contains(element)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns

`false` if the [element] is `null`.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongRange.contains(element: ULong?): Boolean {\n   return element != null && contains(element)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun UIntRange.contains(value: UByte): Boolean {\n   return contains(value.toUInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun ULongRange.contains(value: UByte): Boolean {\n   return contains(value.toULong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun ULongRange.contains(value: UInt): Boolean {\n   return contains(value.toULong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun UIntRange.contains(value: ULong): Boolean {\n   return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toUInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun UIntRange.contains(value: UShort): Boolean {\n   return contains(value.toUInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic operator fun ULongRange.contains(value: UShort): Boolean {\n   return contains(value.toULong())\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UByte.downTo(to: UByte): UIntProgression {\n   return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UInt.downTo(to: UInt): UIntProgression {\n   return UIntProgression.fromClosedRange(this, to, -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun ULong.downTo(to: ULong): ULongProgression {\n   return ULongProgression.fromClosedRange(this, to, -1L)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * \n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UShort.downTo(to: UShort): UIntProgression {\n   return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UIntProgression.reversed(): UIntProgression {\n   return UIntProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun ULongProgression.reversed(): ULongProgression {\n   return ULongProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UIntProgression.step(step: Int): UIntProgression {\n   checkStepIsPositive(step > 0, step)\n   return

UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun ULongProgression.step(step: Long): ULongProgression {\n checkStepIsPositive(step > 0, step)\n return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UByte.until(to: UByte): UIntRange {\n if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY\n return this.toUInt() .. (to - 1u).toUInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UInt.until(to: UInt): UIntRange {\n if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n return this .. (to - 1u).toUInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun ULong.until(to: ULong): ULongRange {\n if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY\n return this .. (to - 1u).toULong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UShort.until(to: UShort): UIntRange {\n if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY\n return this.toUInt() .. (to - 1u).toUInt()\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UInt.coerceAtLeast(minimumValue: UInt): UInt {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun ULong.coerceAtLeast(minimumValue: ULong): ULong {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UByte.coerceAtLeast(minimumValue: UByte): UByte {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UShort.coerceAtLeast(minimumValue: UShort): UShort {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UInt.coerceAtMost(maximumValue: UInt): UInt {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample

samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceAtMost(maximumValue: ULong): ULong {\n   return if (this > maximumValue) maximumValue else
this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UByte.coerceAtMost(maximumValue: UByte): UByte {\n   return if (this > maximumValue) maximumValue else
this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceAtMost(maximumValue: UShort): UShort {\n   return if (this > maximumValue) maximumValue
else this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n
* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {\n   if (minimumValue > maximumValue)
throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n   if (this > maximumValue)
return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {\n   if (minimumValue >
maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n
if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the
specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or
[minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than
[maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {\n   if (minimumValue >
maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n
if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the
specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or
[minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than
[maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {\n   if (minimumValue >
maximumValue) throw IllegalArgumentException(\"Cannot coerce value to an empty range: maximum
$maximumValue is less than minimum $minimumValue.\")\n   if (this < minimumValue) return minimumValue\n
if (this > maximumValue) return maximumValue\n   return this\n}\n\n/**\n * Ensures that this value lies in the
specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than
`range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample

samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UInt.coerceIn(range: ClosedRange<UInt>): UInt {\n if (range is ClosedFloatingPointRange) {\n return
this.coerceIn<UInt>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value to
an empty range: $range.\")\n return when {\n this < range.start -> range.start\n this > range.endInclusive -
> range.endInclusive\n else -> this\n }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n
* @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or
`range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceIn(range: ClosedRange<ULong>): ULong {\n if (range is ClosedFloatingPointRange) {\n return
this.coerceIn<ULong>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException(\"Cannot coerce value
to an empty range: $range.\")\n return when {\n this < range.start -> range.start\n this >
range.endInclusive -> range.endInclusive\n else -> this\n }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"USequencesKt\")\n\npackage
kotlin.sequences\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.random.*\n\n/**\n * Returns the
sum of all elements in the sequence.\n *\n * The operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfUInt\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedT
ypes::class)\npublic fun Sequence<UInt>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n sum
+= element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The
operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfULong\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Sequence<ULong>.sum(): ULong {\n var sum: ULong = 0uL\n for (element in this)
{\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n *
The operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfUByte\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Sequence<UByte>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n
sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the sequence.\n *\n * The
operation is _terminal_.\n
*/\n@kotlin.jvm.JvmName(\"sumOfUShort\")\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Sequence<UShort>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n
sum += element\n }\n return sum\n}\n\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\npublic expect open class Error : Throwable {\n
constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n
constructor(cause: Throwable?)\n}\n\npublic expect open class Exception : Throwable {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class RuntimeException : Exception {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class IllegalArgumentException : RuntimeException {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class IllegalStateException : RuntimeException {\n constructor()\n
constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause:
Throwable?)\n}\n\npublic expect open class IndexOutOfBoundsException : RuntimeException {\n constructor()\n
constructor(message: String?)\n}\n\npublic expect open class ConcurrentModificationException :

RuntimeException {\n constructor()\n constructor(message: String?)\n @Deprecated(\"The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.\", level = DeprecationLevel.ERROR)\n constructor(message: String?, cause: Throwable?)\n @Deprecated(\"The constructor is not supported on all platforms and will be removed from kotlin-stdlib-common soon.\", level = DeprecationLevel.ERROR)\n constructor(cause: Throwable?)\n}\n\npublic expect open class UnsupportedOperationException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class NumberFormatException : IllegalArgumentException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class NullPointerException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class ClassCastException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class AssertionError : Error {\n constructor()\n constructor(message: Any?)\n}\n\npublic expect open class NoSuchElementException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\n@SinceKotlin(\"1.3\")\npublic expect open class ArithmeticException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\n@Deprecated(\"This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.\", level = DeprecationLevel.ERROR)\npublic expect open class NoWhenBranchMatchedException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\n@Deprecated(\"This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.\", level = DeprecationLevel.ERROR)\npublic expect class UninitializedPropertyAccessException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\n/**\n * Thrown after invocation of a function or property that was expected to return `Nothing`, but returned something instead.\n */\n@SinceKotlin(\"1.4\")\n@PublishedApi\ninternal class KotlinNothingValueException : RuntimeException {\n constructor() : super()\n constructor(message: String?) : super(message)\n constructor(message: String?, cause: Throwable?) : super(message, cause)\n constructor(cause: Throwable?) : super(cause)\n}\n\n\n/**\n * Returns the detailed description of this throwable with its stack trace.\n *\n * The detailed description includes:\n * - the short description (see [Throwable.toString]) of this throwable;\n * - the complete stack trace;\n * - detailed descriptions of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception;\n * - the detailed description of each throwable in the [Throwable.cause] chain.\n */\n@SinceKotlin(\"1.4\")\npublic expect fun Throwable.stackTraceToString(): String\n\n/**\n * Prints the [detailed description][Throwable.stackTraceToString] of this throwable to the standard output or standard error output.\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\")\npublic expect fun Throwable.printStackTrace(): Unit\n\n/**\n * When supported by the platform, adds the specified exception to the list of exceptions that were\n * suppressed in order to deliver this exception.\n */\n@SinceKotlin(\"1.4\")\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\")\npublic expect fun Throwable.addSuppressed(exception: Throwable)\n\n/**\n * Returns a list of all exceptions that were suppressed in order to deliver this exception.\n *\n * The list can be empty:\n * - if no exceptions were suppressed;\n * - if the platform doesn't support suppressed exceptions;\n * - if this [Throwable] instance has disabled the suppression.\n */\n@SinceKotlin(\"1.4\")\npublic expect val Throwable.suppressedExceptions: List<Throwable>\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * Gives a declaration (a function, a property or a class) specific name in JavaScript.\n */\n@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\n@OptionalExpectation\npublic expect annotation class JsName(val name: String)\n\n/**\n * Marks experimental JS export annotations.\n *\n * Note that behavior of these annotations will likely be changed in the future.\n *\n * Usages of such annotations will be reported as warnings unless an explicit opt-in with\n * the [OptIn] annotation, e.g. `@OptIn(ExperimentalJsExport::class)`,\n * or with

the `-Xopt-in=kotlin.js.ExperimentalJsExport` compiler option is given.\n */\n@Suppress(\"DEPRECATION\")\n@Experimental(level = Experimental.Level.WARNING)\n@RequiresOptIn(level = RequiresOptIn.Level.WARNING)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.4\")\npublic annotation class ExperimentalJsExport\n\n/**\n * Exports top-level declaration on JS platform.\n *\n * Compiled module exposes declarations that are marked with this annotation without name mangling.\n *\n * This annotation can be applied to either files or top-level declarations.\n *\n * It is currently prohibited to export the following kinds of declarations:\n *\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * * annotation classes\n *\n * Signatures of exported declarations must only contain \"exportable\" types:\n *\n * * `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`\n * * `Array<exportable-type>`\n * * Function types with exportable parameters and return types\n * * `external` or `@JsExport` classes and interfaces\n * * Nullable counterparts of types above\n * * Unit return type. Must not be nullable\n *\n * This annotation is experimental, meaning that restrictions mentioned above are subject to change.\n */\n@ExperimentalJsExport\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\n@SinceKotlin(\"1.4\")\n@OptionalExpectation\npublic expect annotation class JsExport()","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.io\n\n\n/** Prints the line separator to the standard output stream. */\npublic expect fun println()\n\n/** Prints the given [message] and the line separator to the standard output stream. */\npublic expect fun println(message: Any?)\n\n/** Prints the given [message] to the standard output stream. */\npublic expect fun print(message: Any?)\n\n/**\n * Reads a line of input from the standard input stream and returns it,\n * or throws a [RuntimeException] if EOF has already been reached when [readln] is called.\n *\n * LF or CRLF is treated as the line terminator. Line terminator is not included in the returned string.\n *\n * Currently this function is not supported in Kotlin/JS and throws [UnsupportedOperationException].\n */\n@SinceKotlin(\"1.6\")\npublic expect fun readln(): String\n\n/**\n * Reads a line of input from the standard input stream and returns it,\n * or return `null` if EOF has already been reached when [readlnOrNull] is called.\n *\n * LF or CRLF is treated as the line terminator. Line terminator is not included in the returned string.\n *\n * Currently this function is not supported in Kotlin/JS and throws [UnsupportedOperationException].\n */\n@SinceKotlin(\"1.6\")\npublic expect fun readlnOrNull(): String?\n\ninternal class ReadAfterEOFException(message: String?) : RuntimeException(message)\n\n\ninternal expect interface Serializable\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nimport kotlin.internal.PlatformDependent\n\n/**\n * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over.\n * @param T the type of element being iterated over. The iterator is covariant in its element type.\n */\npublic interface Iterable<out T> {\n   /**\n   * Returns an iterator over the elements of this object.\n   */\n   public operator fun iterator(): Iterator<T>\n}\n\n/**\n * Classes that inherit from this interface can be represented as a sequence of elements that can\n * be iterated over and that supports removing elements during iteration.\n * @param T the type of element being iterated over. The mutable iterator is invariant in its element type.\n */\npublic interface MutableIterable<out T> : Iterable<T> {\n   /**\n   * Returns an iterator over the elements of this sequence that supports removing elements during iteration.\n   */\n   override fun iterator(): MutableIterator<T>\n}\n\n/**\n * A generic collection of elements. Methods in this interface support only read-only access to the collection;\n * read/write access is supported through the [MutableCollection] interface.\n * @param E the type of elements contained in the collection. The collection is covariant in its element type.\n */\npublic interface Collection<out E> : Iterable<E> {\n   // Query Operations\n   /**\n   * Returns the size of the collection.\n   */\n   public val size: Int\n\n   /**\n   * Returns `true` if the collection is empty (contains no elements), `false` otherwise.\n   */\n   public fun isEmpty(): Boolean\n\n   /**\n   * Checks if the specified element is contained in this collection.\n

*/\n   public operator fun contains(element: @UnsafeVariance E): Boolean\n\n   override fun iterator(): Iterator<E>\n\n   // Bulk Operations\n   /**\n   * Checks if all elements in the specified collection are contained in this collection.\n   */\n   public fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n}\n\n/**\n * A generic collection of elements that supports adding and removing elements.\n *\n * @param E the type of elements contained in the collection. The mutable collection is invariant in its element type.\n */\npublic interface MutableCollection<E> : Collection<E>, MutableIterable<E> {\n   // Query Operations\n   override fun iterator(): MutableIterator<E>\n\n   // Modification Operations\n   /**\n   * Adds the specified element to the collection.\n   *\n   * @return `true` if the element has been added, `false` if the collection does not support duplicates\n   * and the element is already contained in the collection.\n   */\n   public fun add(element: E): Boolean\n\n   /**\n   * Removes a single instance of the specified element from this\n   * collection, if it is present.\n   *\n   * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.\n   */\n   public fun remove(element: E): Boolean\n\n   // Bulk Modification Operations\n   /**\n   * Adds all of the elements of the specified collection to this collection.\n   *\n   * @return `true` if any of the specified elements was added to the collection, `false` if the collection was not modified.\n   */\n   public fun addAll(elements: Collection<E>): Boolean\n\n   /**\n   * Removes all of this collection's elements that are also contained in the specified collection.\n   *\n   * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n   */\n   public fun removeAll(elements: Collection<E>): Boolean\n\n   /**\n   * Retains only the elements in this collection that are contained in the specified collection.\n   *\n   * @return `true` if any element was removed from the collection, `false` if the collection was not modified.\n   */\n   public fun retainAll(elements: Collection<E>): Boolean\n\n   /**\n   * Removes all elements from this collection.\n   */\n   public fun clear(): Unit\n}\n\n/**\n * A generic ordered collection of elements. Methods in this interface support only read-only access to the list;\n * read/write access is supported through the [MutableList] interface.\n * @param E the type of elements contained in the list. The list is covariant in its element type.\n */\npublic interface List<out E> : Collection<E> {\n   // Query Operations\n\n   override val size: Int\n   override fun isEmpty(): Boolean\n   override fun contains(element: @UnsafeVariance E): Boolean\n   override fun iterator(): Iterator<E>\n\n   // Bulk Operations\n   override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n\n   // Positional Access Operations\n   /**\n   * Returns the element at the specified index in the list.\n   */\n   public operator fun get(index: Int): E\n\n   // Search Operations\n   /**\n   * Returns the index of the first occurrence of the specified element in the list, or -1 if the specified\n   * element is not contained in the list.\n   */\n   public fun indexOf(element: @UnsafeVariance E): Int\n\n   /**\n   * Returns the index of the last occurrence of the specified element in the list, or -1 if the specified\n   * element is not contained in the list.\n   */\n   public fun lastIndexOf(element: @UnsafeVariance E): Int\n\n   // List Iterators\n   /**\n   * Returns a list iterator over the elements in this list (in proper sequence).\n   */\n   public fun listIterator(): ListIterator<E>\n\n   /**\n   * Returns a list iterator over the elements in this list (in proper sequence), starting at the specified [index].\n   */\n   public fun listIterator(index: Int): ListIterator<E>\n\n   // View\n   /**\n   * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and [toIndex] (exclusive).\n   * The returned list is backed by this list, so non-structural changes in the returned list are reflected in this list, and vice-versa.\n   *\n   * Structural changes in the base list make the behavior of the view undefined.\n   */\n   public fun subList(fromIndex: Int, toIndex: Int): List<E>\n}\n\n/**\n * A generic ordered collection of elements that supports adding and removing elements.\n * @param E the type of elements contained in the list. The mutable list is invariant in its element type.\n */\npublic interface MutableList<E> : List<E>, MutableCollection<E> {\n   // Modification Operations\n   /**\n   * Adds the specified element to the end of this list.\n   *\n   * @return `true` because the list is always modified as the result of this operation.\n   */\n   override fun add(element: E): Boolean\n\n   override fun remove(element: E): Boolean\n\n   // Bulk Modification Operations\n   /**\n   * Adds all of the elements of the specified collection to the end of this list.\n   *\n   * The elements are appended in the order they appear in the [elements] collection.\n   *\n   * @return `true` if the list was changed as the result of the operation.\n   */\n   override fun addAll(elements: Collection<E>): Boolean\n\n   /**\n   * Inserts all of the elements of the specified collection [elements] into this list at the specified [index].\n   *\n   * @return `true` if the

list was changed as the result of the operation.\n */\n public fun addAll(index: Int, elements: Collection<E>): Boolean\n\n override fun removeAll(elements: Collection<E>): Boolean\n override fun retainAll(elements: Collection<E>): Boolean\n override fun clear(): Unit\n\n // Positional Access Operations\n /**\n * Replaces the element at the specified position in this list with the specified element.\n *\n * @return the element previously at the specified position.\n */\n public operator fun set(index: Int, element: E): E\n\n /**\n * Inserts an element into the list at the specified [index].\n */\n public fun add(index: Int, element: E): Unit\n\n /**\n * Removes an element at the specified [index] from the list.\n *\n * @return the element that has been removed.\n */\n public fun removeAt(index: Int): E\n\n // List Iterators\n override fun listIterator(): MutableListIterator<E>\n\n override fun listIterator(index: Int): MutableListIterator<E>\n\n // View\n override fun subList(fromIndex: Int, toIndex: Int): MutableList<E>\n}\n\n/**\n * A generic unordered collection of elements that does not support duplicate elements.\n * Methods in this interface support only read-only access to the set;\n * read/write access is supported through the [MutableSet] interface.\n * @param E the type of elements contained in the set. The set is covariant in its element type.\n */\npublic interface Set<out E> : Collection<E> {\n // Query Operations\n\n override val size: Int\n override fun isEmpty(): Boolean\n override fun contains(element: @UnsafeVariance E): Boolean\n override fun iterator(): Iterator<E>\n\n // Bulk Operations\n override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n}\n\n/**\n * A generic unordered collection of elements that does not support duplicate elements, and supports\n * adding and removing elements.\n * @param E the type of elements contained in the set. The mutable set is invariant in its element type.\n */\npublic interface MutableSet<E> : Set<E>, MutableCollection<E> {\n // Query Operations\n override fun iterator(): MutableIterator<E>\n\n // Modification Operations\n\n /**\n * Adds the specified element to the set.\n *\n * @return `true` if the element has been added, `false` if the element is already contained in the set.\n */\n override fun add(element: E): Boolean\n\n override fun remove(element: E): Boolean\n\n // Bulk Modification Operations\n\n override fun addAll(elements: Collection<E>): Boolean\n override fun removeAll(elements: Collection<E>): Boolean\n override fun retainAll(elements: Collection<E>): Boolean\n override fun clear(): Unit\n}\n\n/**\n * A collection that holds pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map keys are unique; the map holds only one value for each key.\n * Methods in this interface support only read-only access to the map; read-write access is supported through\n * the [MutableMap] interface.\n * @param K the type of map keys. The map is invariant in its key type, as it\n * can accept key as a parameter (of [containsKey] for example) and return it in [keys] set.\n * @param V the type of map values. The map is covariant in its value type.\n */\npublic interface Map<K, out V> {\n // Query Operations\n /**\n * Returns the number of key/value pairs in the map.\n */\n public val size: Int\n\n /**\n * Returns `true` if the map is empty (contains no elements), `false` otherwise.\n */\n public fun isEmpty(): Boolean\n\n /**\n * Returns `true` if the map contains the specified [key].\n */\n public fun containsKey(key: K): Boolean\n\n /**\n * Returns `true` if the map maps one or more keys to the specified [value].\n */\n public fun containsValue(value: @UnsafeVariance V): Boolean\n\n /**\n * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n */\n public operator fun get(key: K): V?\n\n /**\n * Returns the value corresponding to the given [key], or [defaultValue] if such a key is not present in the map.\n *\n * @since JDK 1.8\n */\n @SinceKotlin(\"1.1\")\n @PlatformDependent\n public fun getOrDefault(key: K, defaultValue: @UnsafeVariance V): V {\n // See default implementation in JDK sources\n throw NotImplementedError()\n }\n\n // Views\n /**\n * Returns a read-only [Set] of all keys in this map.\n */\n public val keys: Set<K>\n\n /**\n * Returns a read-only [Collection] of all values in this map. Note that this collection may contain duplicate values.\n */\n public val values: Collection<V>\n\n /**\n * Returns a read-only [Set] of all key/value pairs in this map.\n */\n public val entries: Set<Map.Entry<K, V>>\n\n /**\n * Represents a key/value pair held by a [Map].\n */\n public interface Entry<out K, out V> {\n /**\n * Returns the key of this key/value pair.\n */\n public val key: K\n\n /**\n * Returns the value of this key/value pair.\n */\n public val value: V\n }\n}\n\n/**\n * A modifiable collection that holds pairs of objects (keys and values) and supports efficiently retrieving\n * the value corresponding to each key. Map keys are unique; the map holds only one value for each key.\n * @param K the type

of map keys. The map is invariant in its key type.\n * @param V the type of map values. The mutable map is invariant in its value type.\n */\npublic interface MutableMap<K, V> : Map<K, V> {\n // Modification Operations\n /**\n * Associates the specified [value] with the specified [key] in the map.\n *\n * @return the previous value associated with the key, or `null` if the key was not present in the map.\n */\n public fun put(key: K, value: V): V?\n\n /**\n * Removes the specified key and its corresponding value from this map.\n *\n * @return the previous value associated with the key, or `null` if the key was not present in the map.\n */\n public fun remove(key: K): V?\n\n /**\n * Removes the entry for the specified key only if it is mapped to the specified value.\n *\n * @return true if entry was removed\n */\n @SinceKotlin(\"1.1\")\n @PlatformDependent\n public fun remove(key: K, value: V): Boolean {\n // See default implementation in JDK sources\n return true\n }\n\n // Bulk Modification Operations\n /**\n * Updates this map with key/value pairs from the specified map [from].\n */\n public fun putAll(from: Map<out K, V>): Unit\n\n /**\n * Removes all elements from this map.\n */\n public fun clear(): Unit\n\n // Views\n /**\n * Returns a [MutableSet] of all keys in this map.\n */\n override val keys: MutableSet<K>\n\n /**\n * Returns a [MutableCollection] of all values in this map. Note that this collection may contain duplicate values.\n */\n override val values: MutableCollection<V>\n\n /**\n * Returns a [MutableSet] of all key/value pairs in this map.\n */\n override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\n\n /**\n * Represents a key/value pair held by a [MutableMap].\n */\n public interface MutableEntry<K, V> : Map.Entry<K, V> {\n /**\n * Changes the value associated with the key of this entry.\n *\n * @return the previous value corresponding to the key.\n */\n public fun setValue(newValue: V): V\n }\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.collections\n\n/** An iterator over a sequence of values of type `Byte`. */\npublic abstract class ByteIterator : Iterator<Byte> {\n override final fun next() = nextByte()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextByte(): Byte\n}\n\n/** An iterator over a sequence of values of type `Char`. */\npublic abstract class CharIterator : Iterator<Char> {\n override final fun next() = nextChar()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextChar(): Char\n}\n\n/** An iterator over a sequence of values of type `Short`. */\npublic abstract class ShortIterator : Iterator<Short> {\n override final fun next() = nextShort()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextShort(): Short\n}\n\n/** An iterator over a sequence of values of type `Int`. */\npublic abstract class IntIterator : Iterator<Int> {\n override final fun next() = nextInt()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextInt(): Int\n}\n\n/** An iterator over a sequence of values of type `Long`. */\npublic abstract class LongIterator : Iterator<Long> {\n override final fun next() = nextLong()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextLong(): Long\n}\n\n/** An iterator over a sequence of values of type `Float`. */\npublic abstract class FloatIterator : Iterator<Float> {\n override final fun next() = nextFloat()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextFloat(): Float\n}\n\n/** An iterator over a sequence of values of type `Double`. */\npublic abstract class DoubleIterator : Iterator<Double> {\n override final fun next() = nextDouble()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextDouble(): Double\n}\n\n/** An iterator over a sequence of values of type `Boolean`. */\npublic abstract class BooleanIterator : Iterator<Boolean> {\n override final fun next() = nextBoolean()\n\n /** Returns the next value in the sequence without boxing. */\n public abstract fun nextBoolean(): Boolean\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n/**\n * An iterator over a progression of values of type `Char`.\n * @property step the number by which the value is incremented on each step.\n */\ninternal class CharProgressionIterator(first: Char, last: Char, val step: Int) : CharIterator() {\n private val finalElement: Int = last.code\n private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n private var next: Int = if (hasNext) first.code else finalElement\n\n override fun hasNext(): Boolean = hasNext\n\n override fun nextChar(): Char {\n val value

= next\n if (value == finalElement) {\n if (!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n }\n else {\n next += step\n }\n return value.toChar()\n }\n}\n\n/**\n * An iterator over a progression of values of type `Int`.\n * @property step the number by which the value is incremented on each step.\n */\ninternal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator() {\n private val finalElement: Int = last\n private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n private var next: Int = if (hasNext) first else finalElement\n\n override fun hasNext(): Boolean = hasNext\n\n override fun nextInt(): Int {\n val value = next\n if (value == finalElement) {\n if (!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n }\n else {\n next += step\n }\n return value\n }\n}\n\n/**\n * An iterator over a progression of values of type `Long`.\n * @property step the number by which the value is incremented on each step.\n */\ninternal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator() {\n private val finalElement: Long = last\n private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n private var next: Long = if (hasNext) first else finalElement\n\n override fun hasNext(): Boolean = hasNext\n\n override fun nextLong(): Long {\n val value = next\n if (value == finalElement) {\n if (!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n }\n else {\n next += step\n }\n return value\n }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\nimport kotlin.internal.getProgressionLastElement\n\n/**\n * A progression of values of type `Char`.\n */\npublic open class CharProgression\n internal constructor\n (\n start: Char,\n endInclusive: Char,\n step: Int\n) : Iterable<Char> {\n init {\n if (step == 0) throw kotlin.IllegalArgumentException(\"Step must be non-zero.\")\n if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException(\"Step must be greater than Int.MIN_VALUE to avoid overflow on negation.\")\n }\n\n /**\n * The first element in the progression.\n */\n public val first: Char = start\n\n /**\n * The last element in the progression.\n */\n public val last: Char = getProgressionLastElement(start.code, endInclusive.code, step).toChar()\n\n /**\n * The step of the progression.\n */\n public val step: Int = step\n\n override fun iterator(): CharIterator = CharProgressionIterator(first, last, step)\n\n /**\n * Checks if the progression is empty.\n *\n * Progression with a positive step is empty if its first element is greater than the last element.\n * Progression with a negative step is empty if its first element is less than the last element.\n */\n public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n override fun equals(other: Any?): Boolean =\n other is CharProgression && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last && step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first.code + last.code) + step)\n\n override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n companion object {\n /**\n * Creates CharProgression within the specified bounds of a closed range.\n *\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n *\n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.\n */\n public fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression = CharProgression(rangeStart, rangeEnd, step)\n }\n}\n\n/**\n * A progression of values of type `Int`.\n */\npublic open class IntProgression\n internal constructor\n (\n start: Int,\n endInclusive: Int,\n step: Int\n) : Iterable<Int> {\n init {\n if (step == 0) throw kotlin.IllegalArgumentException(\"Step must be non-zero.\")\n if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException(\"Step must be greater than Int.MIN_VALUE to avoid overflow on negation.\")\n }\n\n /**\n * The first element in the progression.\n */\n public val first: Int = start\n\n /**\n * The last element in the progression.\n */\n public val last: Int = getProgressionLastElement(start, endInclusive, step)\n\n /**\n * The step of the progression.\n */\n public val step: Int = step\n\n override fun iterator(): IntIterator = IntProgressionIterator(first, last, step)\n\n /**\n * Checks if the progression is empty.\n *\n * Progression with a positive step is empty if its first element is greater than the last element.\n * Progression with a negative step is empty if its first element is less than the last

element.\n */\n public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n override fun equals(other: Any?): Boolean =\n other is IntProgression && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last && step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first + last) + step)\n\n override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n companion object {\n /**\n * Creates IntProgression within the specified bounds of a closed range.\n *\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n *\n * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.\n */\n public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step)\n }\n}\n\n/**\n * A progression of values of type `Long`.\n */\npublic open class LongProgression\n internal constructor\n (\n start: Long,\n endInclusive: Long,\n step: Long\n) : Iterable<Long> {\n init {\n if (step == 0L) throw kotlin.IllegalArgumentException(\"Step must be non-zero.\")\n if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException(\"Step must be greater than Long.MIN_VALUE to avoid overflow on negation.\")\n }\n\n /**\n * The first element in the progression.\n */\n public val first: Long = start\n\n /**\n * The last element in the progression.\n */\n public val last: Long = getProgressionLastElement(start, endInclusive, step)\n\n /**\n * The step of the progression.\n */\n public val step: Long = step\n\n override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)\n\n /**\n * Checks if the progression is empty.\n *\n * Progression with a positive step is empty if its first element is greater than the last element.\n * Progression with a negative step is empty if its first element is less than the last element.\n */\n public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n override fun equals(other: Any?): Boolean =\n other is LongProgression && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last && step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()\n\n override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n companion object {\n /**\n * Creates LongProgression within the specified bounds of a closed range.\n *\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n *\n * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.\n */\n public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)\n }\n}\n\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.ranges\n\n/**\n * Represents a range of values (for example, numbers or characters).\n * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.\n */\npublic interface ClosedRange<T: Comparable<T>> {\n /**\n * The minimum value in the range.\n */\n public val start: T\n\n /**\n * The maximum value in the range (inclusive).\n */\n public val endInclusive: T\n\n /**\n * Checks whether the specified [value] belongs to the range.\n */\n public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive\n\n /**\n * Checks whether the range is empty.\n *\n * The range is empty if its start value is greater than the end value.\n */\n public fun isEmpty(): Boolean = start > endInclusive\n}\n","/*\n * Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin\n\n/**\n * The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.\n */\npublic object Unit {\n override fun toString() = \"kotlin.Unit\"\n}\n","/*\n * Copyright 2010-2015 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except

in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.annotation\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * Contains the list of code elements which are the possible annotation targets\n */\npublic enum class AnnotationTarget {\n   /** Class, interface or object, annotation class is also included */\n   CLASS,\n   /** Annotation class only */\n   ANNOTATION_CLASS,\n   /** Generic type parameter */\n   TYPE_PARAMETER,\n   /** Property */\n   PROPERTY,\n   /** Field, including property's backing field */\n   FIELD,\n   /** Local variable */\n   LOCAL_VARIABLE,\n   /** Value parameter of a function or a constructor */\n   VALUE_PARAMETER,\n   /** Constructor only (primary or secondary) */\n   CONSTRUCTOR,\n   /** Function (constructors are not included) */\n   FUNCTION,\n   /** Property getter only */\n   PROPERTY_GETTER,\n   /** Property setter only */\n   PROPERTY_SETTER,\n   /** Type usage */\n   TYPE,\n   /** Any expression */\n   EXPRESSION,\n   /** File */\n   FILE,\n   /** Type alias */\n   @SinceKotlin(\"1.1\")\n   TYPEALIAS\n}\n\n/**\n * Contains the list of possible annotation's retentions.\n *\n * Determines how an annotation is stored in binary output.\n */\npublic enum class AnnotationRetention {\n   /** Annotation isn't stored in binary output */\n   SOURCE,\n   /** Annotation is stored in binary output, but invisible for reflection */\n   BINARY,\n   /** Annotation is stored in binary output and visible for reflection (default retention) */\n   RUNTIME\n}\n\n/**\n * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.\n *\n * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:\n * [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE], [VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].\n *\n * @property allowedTargets list of allowed annotation targets\n */\n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@MustBeDocumented\npublic annotation class Target(vararg val allowedTargets: AnnotationTarget)\n\n/**\n * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true.\n *\n * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)\n */\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)\n\n/**\n * This meta-annotation determines that an annotation is applicable twice or more on a single code element\n */\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class Repeatable\n\n/**\n * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated\n * documentation for the element to which the annotation is applied.\n */\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class MustBeDocumented\n","/*\n * Copyright 2010-2016 JetBrains s.r.o.\n *\n * Licensed under the Apache License, Version 2.0 (the \"License\");\n * you may not use this file except in compliance with the License.\n * You may obtain a copy of the License at\n *\n * http://www.apache.org/licenses/LICENSE-2.0\n *\n * Unless required by applicable law or agreed to in writing, software\n * distributed under the License is distributed on an \"AS IS\" BASIS,\n * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions and\n * limitations under the License.\n */\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding type parameter is not used for unsafe operations such as casts or 'is' checks\n * That means it's completely safe to use generic types as argument for such parameter.\n */\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class PureReifiable\n\n/**\n * Specifies that the corresponding built-in method exists depending on platform.\n * Current implementation for JVM looks whether method with same JVM descriptor exists in the module JDK.\n * For example MutableMap.remove(K, V) available only if corresponding\n * method 'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)\n */\n@Target(AnnotationTarget.FUNCTION)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation

class PlatformDependent\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n// a mod b (in arithmetical sense)\nprivate fun mod(a: Int, b: Int): Int {\n   val mod = a % b\n   return if (mod >= 0) mod else mod + b\n}\n\nprivate fun mod(a: Long, b: Long): Long {\n   val mod = a % b\n   return if (mod >= 0) mod else mod + b\n}\n\n// (a - b) mod c\nprivate fun differenceModulo(a: Int, b: Int, c: Int): Int {\n   return mod(mod(a, c) - mod(b, c), c)\n}\n\nprivate fun differenceModulo(a: Long, b: Long, c: Long): Long {\n   return mod(mod(a, c) - mod(b, c), c)\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n *\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n *\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n *\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n */\n@PublishedApi\ninternal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when {\n   step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)\n   step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)\n   else -> throw kotlin.IllegalArgumentException(\"Step is zero.\")\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n *\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n *\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n *\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n */\n@PublishedApi\ninternal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {\n   step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)\n   step < 0 -> if (start <= end) end else end + differenceModulo(start, end, -step)\n   else -> throw kotlin.IllegalArgumentException(\"Step is zero.\")\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@JsName(\"arrayIterator\")\ninternal fun arrayIterator(array: dynamic, type: String?) = when (type) {\n   null -> {\n   val arr: Array<dynamic> = array\n   object : Iterator<dynamic> {\n   var index = 0\n   override fun hasNext() = index < arr.size\n   override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException(\"$index\")\n   }\n   }\n   \"BooleanArray\" -> booleanArrayIterator(array)\n   \"ByteArray\" -> byteArrayIterator(array)\n   \"ShortArray\" -> shortArrayIterator(array)\n   \"CharArray\" -> charArrayIterator(array)\n   \"IntArray\" -> intArrayIterator(array)\n   \"LongArray\" -> longArrayIterator(array)\n   \"FloatArray\" -> floatArrayIterator(array)\n   \"DoubleArray\" -> doubleArrayIterator(array)\n   else -> throw IllegalStateException(\"Unsupported type argument for arrayIterator: $type\")\n}\n\n@JsName(\"booleanArrayIterator\")\ninternal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {\n   var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"byteArrayIterator\")\ninternal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {\n   var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"shortArrayIterator\")\ninternal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {\n   var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"charArrayIterator\")\ninternal fun charArrayIterator(array: CharArray) = object : CharIterator() {\n   var index = 0\n   override fun hasNext() = index < array.size\n   override fun nextChar() = if (index < array.size) array[index++] else throw

NoSuchElementException(\"$index\")\n}\n\n@JsName(\"intArrayIterator\")\ninternal fun intArrayIterator(array: IntArray) = object : IntIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"floatArrayIterator\")\ninternal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"doubleArrayIterator\")\ninternal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"longArrayIterator\")\ninternal fun longArrayIterator(array: LongArray) = object : LongIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun nextLong() = if (index < array.size) array[index++] else throw NoSuchElementException(\"$index\")\n}\n\n@JsName(\"PropertyMetadata\")\ninternal class PropertyMetadata(@JsName(\"callableName\") val name: String)\n\n@JsName(\"noWhenBranchMatched\")\ninternal fun noWhenBranchMatched(): Nothing = throw NoWhenBranchMatchedException()\n\n@JsName(\"subSequence\")\ninternal fun subSequence(c: CharSequence, startIndex: Int, endIndex: Int): CharSequence {\n if (c is String) {\n return c.substring(startIndex, endIndex)\n } else {\n return c.asDynamic().`subSequence_vux9f0$`(startIndex, endIndex)\n }\n}\n\n@JsName(\"captureStack\")\ninternal fun captureStack(@Suppress(\"UNUSED_PARAMETER\") baseClass: JsClass<in Throwable>, instance: Throwable) {\n if (js(\"Error\").captureStackTrace) {\n // Using uncropped stack traces due to KT-37563.\n // Precise stack traces are implemented in JS IR compiler and stdlib\n js(\"Error\").captureStackTrace(instance);\n } else {\n instance.asDynamic().stack = js(\"new Error()\").stack;\n }\n}\n\n@JsName(\"newThrowable\")\ninternal fun newThrowable(message: String?, cause: Throwable?): Throwable {\n val throwable = js(\"new Error()\")\n throwable.message = if (jsTypeOf(message) == \"undefined\") {\n if (cause != null) cause.toString() else null\n } else {\n message\n }\n throwable.cause = cause\n throwable.name = \"Throwable\"\n return throwable\n}\n\n@JsName(\"BoxedChar\")\ninternal class BoxedChar(val c: Int) : Comparable<Int> {\n override fun equals(other: Any?): Boolean {\n return other is BoxedChar && c == other.c\n }\n\n override fun hashCode(): Int {\n return c\n }\n\n override fun toString(): String {\n return js(\"this.c\").unsafeCast<Char>().toString()\n }\n\n override fun compareTo(other: Int): Int {\n return js(\"this.c - other\").unsafeCast<Int>()\n }\n\n @JsName(\"valueOf\")\n public fun valueOf(): Int {\n return c\n }\n}\n\n@kotlin.internal.InlineOnly\ninternal inline fun <T> concat(args: Array<T>): T {\n val typed = js(\"Array\")(args.size)\n for (i in args.indices) {\n val arr = args[i]\n if (arr !is Array<*>) {\n typed[i] = js(\"[]\").slice.call(arr)\n } else {\n typed[i] = arr\n }\n }\n return js(\"[]\").concat.apply(js(\"[]\"), typed);\n}\n\n/** Concat regular Array's and TypedArray's into an Array.\n */\n@PublishedApi\n@JsName(\"arrayConcat\")\n@Suppress(\"UNUSED_PARAMETER\")\ninternal fun <T> arrayConcat(a: T, b: T): T {\n return concat(js(\"arguments\"))\n}\n\n/** Concat primitive arrays. Main use: prepare vararg arguments.\n * For compatibility with 1.1.0 the arguments may be a mixture of Array's and TypedArray's.\n *\n * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray) returns a TypedArray, otherwise an Array.\n * If the first argument has the $type$ property (Boolean-, Char-, and LongArray) copy its value to result.$type$.\n * If the first argument is a regular Array without the $type$ property default to arrayConcat.\n */\n@PublishedApi\n@JsName(\"primitiveArrayConcat\")\n@Suppress(\"UNUSED_PARAMETER\")\ninternal fun <T> primitiveArrayConcat(a: T, b: T): T {\n val args: Array<T> = js(\"arguments\")\n if (a is Array<*> && a.asDynamic().`$type$` === undefined) {\n return concat(args)\n } else {\n var size = 0\n for (i in args.indices) {\n size += args[i].asDynamic().length as Int\n }\n val result = js(\"new a.constructor(size)\")\n kotlin.copyArrayType(a, result)\n size = 0\n for (i in args.indices) {\n val arr = args[i].asDynamic()\n for (j in 0 until arr.length) {\n result[size++] = arr[j]\n }\n }\n

return result\n }\n}\n\n@JsName(\"booleanArrayOf\")\ninternal fun booleanArrayOf() = withType(\"BooleanArray\", js(\"[].slice.call(arguments)\"))\n\n@JsName(\"charArrayOf\") // The arguments have to be slice'd here because of Rhino (see KT-16974)\ninternal fun charArrayOf() = withType(\"CharArray\", js(\"new Uint16Array([].slice.call(arguments))\"))\n\n@JsName(\"longArrayOf\")\ninternal fun longArrayOf() = withType(\"LongArray\", js(\"[].slice.call(arguments)\"))\n\n@JsName(\"withType\")\n@kotlin.internal.InlineOnly\ninternal inline fun withType(type: String, array: dynamic): dynamic {\n array.`$type$` = type\n return array\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Function corresponding to JavaScript's `typeof` operator\n */\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\npublic inline fun jsTypeOf(a: Any?): String = js(\"typeof a\")\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:Suppress(\"UNUSED_PARAMETER\", \"NOTHING_TO_INLINE\")\n\npackage kotlin\n\n/**\n * Returns an empty array of the specified type [T].\n */\npublic inline fun <T> emptyArray(): Array<T> = js(\"[]\")\n\n@library\npublic fun <T> arrayOf(vararg elements: T): Array<T> = definedExternally\n\n@library\npublic fun doubleArrayOf(vararg elements: Double): DoubleArray = definedExternally\n\n@library\npublic fun floatArrayOf(vararg elements: Float): FloatArray = definedExternally\n\n@library\npublic fun longArrayOf(vararg elements: Long): LongArray = definedExternally\n\n@library\npublic fun intArrayOf(vararg elements: Int): IntArray = definedExternally\n\n@library\npublic fun charArrayOf(vararg elements: Char): CharArray = definedExternally\n\n@library\npublic fun shortArrayOf(vararg elements: Short): ShortArray = definedExternally\n\n@library\npublic fun byteArrayOf(vararg elements: Byte): ByteArray = definedExternally\n\n@library\npublic fun booleanArrayOf(vararg elements: Boolean): BooleanArray = definedExternally\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n */\npublic actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n *\n * The [mode] parameter is ignored. */\npublic actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function [initializer].\n *\n * The [lock] parameter is ignored.\n */\npublic actual fun <T> lazy(lock: Any?, initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n\ninternal fun fillFrom(src: dynamic, dst: dynamic): dynamic {\n val srcLen: Int = src.length\n val dstLen: Int = dst.length\n var index: Int = 0\n while (index < srcLen && index < dstLen) dst[index] = src[index++]\n return dst\n}\n\n\ninternal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {\n val result = source.slice(0, newSize)\n copyArrayType(source, result)\n var index: Int = source.length\n if (newSize > index) {\n result.length = newSize\n while (index < newSize) result[index++] = defaultValue\n }\n return result\n}\n\ninternal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {\n val result = array.slice()\n result.length += collection.size\n copyArrayType(array, result)\n var index: Int = array.length\n for (element in collection) result[index++] = element\n return result\n}\n\ninternal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {\n var index = startIndex\n for (element in collection) dst[index++] = element\n return dst\n}\n\ninternal inline fun copyArrayType(from: dynamic, to: dynamic) {\n if (from.`$type$` !== undefined) {\n to.`$type$` = from.`$type$`\n }\n}\n\ninternal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js(\"Kotlin\").isType(obj, jsClass)","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Creates a Char with the specified [code].\n *\n * @sample samples.text.Chars.charFromCode\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Char(code: UShort): Char {\n return code.toInt().toChar()\n}\n","/*\n * Copyright 2010-2018

JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\nimport kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@SinceKotlin(\"1.3\")\n@JsName(\"CoroutineImpl\")\ninternal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?> {\n   protected var state = 0\n   protected var exceptionState = 0\n   protected var result: Any? = null\n   protected var exception: Throwable? = null\n   protected var finallyPath: Array<Int>? = null\n\n   public override val context: CoroutineContext = resultContinuation.context\n\n   private var intercepted_: Continuation<Any?>? = null\n\n   public fun intercepted(): Continuation<Any?> =\n   intercepted_\n   ?: (context[ContinuationInterceptor]?.interceptContinuation(this) ?: this)\n   .also { intercepted_ = it }\n\n   override fun resumeWith(result: Result<Any?>) {\n   var current = this\n   var currentResult: Any? = result.getOrNull()\n   var currentException: Throwable? = result.exceptionOrNull()\n\n   // This loop unrolls recursion in current.resumeWith(param) to make saner and shorter stack traces on resume\n   while (true) {\n   with(current) {\n   val completion = resultContinuation\n\n   // Set result and exception fields in the current continuation\n   if (currentException == null) {\n   this.result = currentResult\n   } else {\n   state = exceptionState\n   exception = currentException\n   }\n\n   try {\n   val outcome = doResume()\n   if (outcome === COROUTINE_SUSPENDED) return\n   currentResult = outcome\n   currentException = null\n   } catch (exception: dynamic) { // Catch all exceptions\n   currentResult = null\n   currentException = exception.unsafeCast<Throwable>()\n   }\n\n   releaseIntercepted() // this state machine instance is terminating\n\n   if (completion is CoroutineImpl) {\n   // unrolling recursion via loop\n   current = completion\n   } else {\n   // top-level completion reached -- invoke and return\n   currentException?.let {\n   completion.resumeWithException(it)\n   } ?: completion.resume(currentResult)\n   return\n   }\n   }\n   }\n   }\n\n   private fun releaseIntercepted() {\n   val intercepted = intercepted_\n   if (intercepted != null && intercepted !== this) {\n   context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)\n   }\n   this.intercepted_ = CompletedContinuation // just in case\n   }\n\n   protected abstract fun doResume(): Any?\n}\n\ninternal object CompletedContinuation : Continuation<Any?> {\n   override val context: CoroutineContext\n   get() = error(\"This continuation is already complete\")\n\n   override fun resumeWith(result: Result<Any?>) {\n   error(\"This continuation is already complete\")\n   }\n\n   override fun toString(): String = \"This continuation is already complete\"\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:Suppress(\"UNCHECKED_CAST\", \"RedundantVisibilityModifier\")\n\npackage kotlin\n\nimport kotlin.contracts.*\nimport kotlin.internal.InlineOnly\nimport kotlin.jvm.JvmField\nimport kotlin.jvm.JvmInline\nimport kotlin.jvm.JvmName\n\n/**\n * A discriminated union that encapsulates a successful outcome with a value of type [T]\n * or a failure with an arbitrary [Throwable] exception.\n */\n@SinceKotlin(\"1.3\")\n@JvmInline\npublic value class Result<out T> @PublishedApi internal constructor(\n   @PublishedApi\n   internal val value: Any?\n) : Serializable {\n   // discovery\n\n   /**\n   * Returns `true` if this instance represents a successful outcome.\n   * In this case [isFailure] returns `false`.\n   */\n   public val isSuccess: Boolean get() = value !is Failure\n\n   /**\n   * Returns `true` if this instance represents a failed outcome.\n   * In this case [isSuccess] returns `false`.\n   */\n   public val isFailure: Boolean get() = value is Failure\n\n   // value & exception retrieval\n\n   /**\n   * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or `null`\n   * if it is [failure][Result.isFailure].\n   *\n   * This function is a shorthand for `getOrElse { null }` (see [getOrElse]) or\n   * `fold(onSuccess = { it }, onFailure = { null })` (see [fold]).\n   */\n   @InlineOnly\n   public inline fun getOrNull(): T? =\n   when {\n   isFailure -> null\n   else -> value as T\n   }\n\n   /**\n   * Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`\n   * if it is [success][isSuccess].\n   *\n   * This function is a shorthand for `fold(onSuccess = { null }, onFailure = { it })`\n   (see [fold]).\n   */\n   public fun exceptionOrNull(): Throwable? =\n   when (value) {\n   is Failure ->

value.exception\n else -> null\n }\n\n /**\n * Returns a string `Success(v)` if this instance represents [success][Result.isSuccess]\n * where `v` is a string representation of the value or a string `Failure(x)` if\n * it is [failure][isFailure] where `x` is a string representation of the exception.\n */\n public override fun toString(): String =\n when (value) {\n is Failure -> value.toString() // \"Failure($exception)\"\n else -> \"Success($value)\"\n }\n\n // companion with constructors\n\n /**\n * Companion object for [Result] class that contains its constructor functions\n * [success] and [failure].\n */\n public companion object {\n /**\n * Returns an instance that encapsulates the given [value] as successful value.\n */\n @Suppress(\"INAPPLICABLE_JVM_NAME\")\n @InlineOnly\n @JvmName(\"success\")\n public inline fun <T> success(value: T): Result<T> =\n Result(value)\n\n /**\n * Returns an instance that encapsulates the given [Throwable] [exception] as failure.\n */\n @Suppress(\"INAPPLICABLE_JVM_NAME\")\n @InlineOnly\n @JvmName(\"failure\")\n public inline fun <T> failure(exception: Throwable): Result<T> =\n Result(createFailure(exception))\n }\n\n internal class Failure(\n @JvmField\n val exception: Throwable\n) : Serializable {\n override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception\n override fun hashCode(): Int = exception.hashCode()\n override fun toString(): String = \"Failure($exception)\"\n }\n}\n\n/**\n * Creates an instance of internal marker [Result.Failure] class to\n * make sure that this class is not exposed in ABI.\n */\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun createFailure(exception: Throwable): Any =\n Result.Failure(exception)\n\n/**\n * Throws exception if the result is failure. This internal function minimizes\n * inlined bytecode for [getOrThrow] and makes sure that in the future we can\n * add some exception-augmenting logic here (if needed).\n */\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun Result<*>.throwOnFailure() {\n if (value is Result.Failure) throw value.exception\n}\n\n/**\n * Calls the specified function [block] and returns its encapsulated result if invocation was successful,\n * catching any [Throwable] exception that was thrown from the [block] function execution and encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R> runCatching(block: () -> R): Result<R> {\n return try {\n Result.success(block())\n } catch (e: Throwable) {\n Result.failure(e)\n }\n}\n\n/**\n * Calls the specified function [block] with `this` value as its receiver and returns its encapsulated result if invocation was successful,\n * catching any [Throwable] exception that was thrown from the [block] function execution and encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {\n return try {\n Result.success(block())\n } catch (e: Throwable) {\n Result.failure(e)\n }\n}\n\n// -- extensions ---\n\n/**\n * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or throws the encapsulated [Throwable] exception\n * if it is [failure][Result.isFailure].\n *\n * This function is a shorthand for `getOrElse { throw it }` (see [getOrElse]).\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <T> Result<T>.getOrThrow(): T {\n throwOnFailure()\n return value as T\n}\n\n/**\n * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the\n * result of [onFailure] function for the encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n *\n * Note, that this function rethrows any [Throwable] exception thrown by [onFailure] function.\n *\n * This function is a shorthand for `fold(onSuccess = { it }, onFailure = onFailure)` (see [fold]).\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T : R> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {\n contract {\n callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)\n }\n return when (val exception = exceptionOrNull()) {\n null -> value as T\n else -> onFailure(exception)\n }\n}\n\n/**\n * Returns the encapsulated value if this instance represents [success][Result.isSuccess] or the\n * [defaultValue] if it is [failure][Result.isFailure].\n *\n * This function is a shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R): R {\n if (isFailure) return defaultValue\n return value as T\n}\n\n/**\n * Returns the result of [onSuccess] for the encapsulated value if this instance represents [success][Result.isSuccess]\n * or the result of [onFailure] function for the encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n *\n * Note, that this function rethrows any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T> Result<T>.fold(\n onSuccess: (value: T) ->

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R,\n    onFailure: (exception: Throwable) -> R\n): R {\n    contract {\n        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)\n        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)\n    }\n    return when (val exception = exceptionOrNull()) {\n        null -> onSuccess(value as T)\n        else -> onFailure(exception)\n    }\n}\n\n// transformation\n\n/**\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n *\n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {\n    contract {\n        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n    }\n    return when {\n        isSuccess -> Result.success(transform(value as T))\n        else -> Result(value)\n    }\n}\n\n/**\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n *\n * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [map] for an alternative that rethrows exceptions from `transform` function.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {\n    return when {\n        isSuccess -> runCatching { transform(value as T) }\n        else -> Result(value)\n    }\n}\n\n/**\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception\n * if this instance represents [failure][Result.isFailure] or the\n * original encapsulated value if it is [success][Result.isSuccess].\n *\n * Note, that this function rethrows any [Throwable] exception thrown by [transform] function.\n * See [recoverCatching] for an alternative that encapsulates exceptions.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {\n    contract {\n        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n    }\n    return when (val exception = exceptionOrNull()) {\n        null -> this\n        else -> Result.success(transform(exception))\n    }\n}\n\n/**\n * Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception\n * if this instance represents [failure][Result.isFailure] or the\n * original encapsulated value if it is [success][Result.isSuccess].\n *\n * This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n * See [recover] for an alternative that rethrows exceptions.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {\n    return when (val exception = exceptionOrNull()) {\n        null -> this\n        else -> runCatching { transform(exception) }\n    }\n}\n\n// \"peek\" onto value/exception and pipe\n\n/**\n * Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].\n * Returns the original `Result` unchanged.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {\n    contract {\n        callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n    }\n    exceptionOrNull()?.let { action(it) }\n    return this\n}\n\n/**\n * Performs the given [action] on the encapsulated value if this instance represents [success][Result.isSuccess].\n * Returns the original `Result` unchanged.\n */\n@InlineOnly\n@SinceKotlin(\"1.3\")\npublic inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {\n    contract {\n        callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n    }\n    if (isSuccess) action(value as T)\n    return this\n}\n\n// ----------\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\nimport kotlin.contracts.*\nimport kotlin.coroutines.intrinsics.*\nimport kotlin.internal.InlineOnly\n\n/**\n * Interface representing a continuation after a suspension point that returns a value of type `T`.\n */\n@SinceKotlin(\"1.3\")\npublic interface Continuation<in T> {\n    /**\n     * The context of the coroutine that corresponds to this continuation.\n     */\n    public val context: CoroutineContext\n\n    /**\n     * Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n     * return value of the last suspension point.\n     */\n    public fun resumeWith(result: Result<T>)\n}\n\n/**\n * Classes and interfaces marked
```

with this annotation are restricted when used as receivers for extension\n * `suspend` functions. These `suspend` extensions can only invoke other member or extension `suspend` functions on this particular\n * receiver and are restricted from calling arbitrary suspension functions.\n */\n@SinceKotlin(\"1.3\")\n@Target(AnnotationTarget.CLASS)\n@Retention(AnnotationRetention.BINARY)\npublic annotation class RestrictsSuspension\n\n/**\n * Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic inline fun <T> Continuation<T>.resume(value: T): Unit =\n   resumeWith(Result.success(value))\n\n/**\n * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the\n * last suspension point.\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =\n   resumeWith(Result.failure(exception))\n\n/**\n * Creates a [Continuation] instance with the given [context] and implementation of [resumeWith] method.\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic inline fun <T> Continuation(\n   context: CoroutineContext,\n   crossinline resumeWith: (Result<T>) -> Unit\n): Continuation<T> =\n   object : Continuation<T> {\n   override val context: CoroutineContext\n   get() = context\n\n   override fun resumeWith(result: Result<T>) =\n   resumeWith(result)\n   }\n\n/**\n * Creates a coroutine without a receiver and with result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n *\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n * Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <T> (suspend () -> T).createCoroutine(\n   completion: Continuation<T>\n): Continuation<Unit> =\n   SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)\n\n/**\n * Creates a coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n *\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n * Subsequent invocation of any resume function on the resulting continuation will produce an [IllegalStateException].\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <R, T> (suspend R.() -> T).createCoroutine(\n   receiver: R,\n   completion: Continuation<T>\n): Continuation<Unit> =\n   SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED)\n\n/**\n * Starts a coroutine without a receiver and with result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <T> (suspend () -> T).startCoroutine(\n   completion: Continuation<T>\n) {\n   createCoroutineUnintercepted(completion).intercepted().resume(Unit)\n}\n\n/**\n * Starts a coroutine with receiver type [R] and result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or an exception.\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"UNCHECKED_CAST\")\npublic fun <R, T> (suspend R.() -> T).startCoroutine(\n   receiver: R,\n   completion: Continuation<T>\n) {\n   createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)\n}\n\n/**\n * Obtains the current continuation instance inside suspend functions and suspends\n * the currently running coroutine.\n *\n * In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used either synchronously in\n * the same stack-frame where the suspension function is run or asynchronously later in the same thread or\n * from a different thread of execution. Subsequent invocation of any resume function will produce an [IllegalStateException].\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic suspend inline fun <T> suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {\n   contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) }\n   return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> -

>\n val safe = SafeContinuation(c.intercepted())\n block(safe)\n safe.getOrThrow()\n }\n}\n\n/**\n * Returns the context of the current coroutine.\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"WRONG_MODIFIER_TARGET\")\n@InlineOnly\npublic suspend inline val coroutineContext: CoroutineContext\n get() {\n throw NotImplementedError(\"Implemented as intrinsic\")\n }\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.intrinsics\n\nimport kotlin.coroutines.*\nimport kotlin.internal.InlineOnly\n\n/**\n * Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension.\n * Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.\n * In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.\n *\n * The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n * be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation\n * context is established.\n *\n * This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended\n * coroutine using a reference to the suspending function.\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(\n completion: Continuation<T>\n): Any? = this.asDynamic()(completion, false)\n\n/**\n * Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first suspension.\n * Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.\n * In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.\n *\n * The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might\n * be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation\n * context is established.\n *\n * This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended\n * coroutine using a reference to the suspending function.\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(\n receiver: R,\n completion: Continuation<T>\n): Any? = this.asDynamic()(receiver, completion, false)\n\n@InlineOnly\ninternal actual inline fun <R, P, T> (suspend R.(P) -> T).startCoroutineUninterceptedOrReturn(\n receiver: R,\n param: P,\n completion: Continuation<T>\n): Any? = this.asDynamic()(receiver, param, completion, false)\n\n/**\n * Creates unintercepted coroutine without receiver and with result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n *\n * To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n *\n * This function returns unintercepted continuation.\n * Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n * [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * Note that [completion] of this function may get invoked in an arbitrary context.\n *\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of\n * both the coroutine and [completion] happens in the invocation context established by\n * [ContinuationInterceptor].\n *\n * Repeated invocation of any resume function on the resulting continuation corrupts the\n * state machine of the coroutine and may result in arbitrary behaviour or exception.\n */\n@SinceKotlin(\"1.3\")\npublic actual fun <T> (suspend () -> T).createCoroutineUnintercepted(\n completion: Continuation<T>\n): Continuation<Unit> =\n // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n if (this.asDynamic().length == 2) {\n // When `suspended` is true the continuation is created, but not executed\n this.asDynamic()(completion, true)\n } else {\n createCoroutineFromSuspendFunction(completion) {\n this.asDynamic()(completion)\n }\n }\n\n/**\n * Creates unintercepted coroutine with receiver type [R] and result type [T].\n * This function creates a new, fresh instance of suspendable computation every time it is invoked.\n *\n * To start executing the created coroutine,

invoke `resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when coroutine completes with result or exception.\n *\n * This function returns unintercepted continuation.\n * Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the\n * [ContinuationInterceptor] that might be present in the completion's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * Note that [completion] of this function may get invoked in an arbitrary context.\n *\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n * Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of\n * both the coroutine and [completion] happens in the invocation context established by\n * [ContinuationInterceptor].\n *\n * Repeated invocation of any resume function on the resulting continuation corrupts the\n * state machine of the coroutine and may result in arbitrary behaviour or exception.\n */\n@SinceKotlin(\"1.3\")\npublic actual fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(\n   receiver: R,\n   completion: Continuation<T>\n): Continuation<Unit> =\n   // Kotlin/JS suspend lambdas have an extra parameter `suspended`\n   if (this.asDynamic().length == 3) {\n   // When `suspended` is true the continuation is created, but not executed\n   this.asDynamic()(receiver, completion, true)\n   } else {\n   createCoroutineFromSuspendFunction(completion) {\n   this.asDynamic()(receiver, completion)\n   }\n   }\n\n/**\n * Intercepts this continuation with [ContinuationInterceptor].\n *\n * This function shall be used on the immediate result of [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn],\n * in which case it checks for [ContinuationInterceptor] in the continuation's [context][Continuation.context],\n * invokes [ContinuationInterceptor.interceptContinuation], caches and returns the result.\n *\n * If this function is invoked on other [Continuation] instances it returns `this` continuation unchanged.\n */\n@SinceKotlin(\"1.3\")\npublic actual fun <T> Continuation<T>.intercepted(): Continuation<T> =\n   (this as? CoroutineImpl)?.intercepted() ?: this\n\n\nprivate inline fun <T> createCoroutineFromSuspendFunction(\n   completion: Continuation<T>,\n   crossinline block: () -> Any?\n): Continuation<Unit> {\n   @Suppress(\"UNCHECKED_CAST\")\n   return object : CoroutineImpl(completion as Continuation<Any?>) {\n   override fun doResume(): Any? {\n   exception?.let { throw it }\n   return block()\n   }\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n// Mirrors signature from JS IR BE\n// Used for js.translator/testData/box/number/mulInt32.kt\n@library\n@JsName(\"imulEmulated\")\n@Suppress(\"UNUSED_PARAMETER\")\ninternal fun imul(x: Int, y: Int): Int = definedExternally\n\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal inline fun isArrayish(o: dynamic) = js(\"Kotlin\").isArrayish(o)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n// NOTE: Do not author your exceptions as they are written in this file, instead use this template:\n/*\npublic open class MyException : Exception {\n   constructor() : super()\n   constructor(message: String?) : super(message)\n   constructor(message: String?, cause: Throwable?) : super(message, cause)\n   constructor(cause: Throwable?) : super(cause)\n}\n*/\n\n\n// TODO: remove primary constructors, make all secondary KT-22055\n\n@Suppress(\"USELESS_ELVIS_RIGHT_IS_NULL\")\npublic actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\n@Suppress(\"USELESS_ELVIS_RIGHT_IS_NULL\")\npublic actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause ?: null) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class IllegalArgumentException actual constructor(message: String?, cause:

Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class IllegalStateException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class IndexOutOfBoundsException actual constructor(message: String?) : RuntimeException(message) {\n   actual constructor() : this(null)\n}\n\npublic actual open class ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\n\npublic actual open class NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {\n   actual constructor() : this(null)\n}\n\n\npublic actual open class NullPointerException actual constructor(message: String?) : RuntimeException(message) {\n   actual constructor() : this(null)\n}\n\npublic actual open class ClassCastException actual constructor(message: String?) : RuntimeException(message) {\n   actual constructor() : this(null)\n}\n\npublic actual open class AssertionError\n@SinceKotlin(\"1.4\")\nconstructor(message: String?, cause: Throwable?) : Error(message, cause) {\n   actual constructor() : this(null)\n   constructor(message: String?) : this(message, null)\n   actual constructor(message: Any?) : this(message.toString(), message as? Throwable)\n}\n\npublic actual open class NoSuchElementException actual constructor(message: String?) : RuntimeException(message) {\n   actual constructor() : this(null)\n}\n\n@SinceKotlin(\"1.3\")\npublic actual open class ArithmeticException actual constructor(message: String?) : RuntimeException(message) {\n   actual constructor() : this(null)\n}\n\npublic actual open class NoWhenBranchMatchedException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n\npublic actual open class UninitializedPropertyAccessException actual constructor(message: String?, cause: Throwable?) : RuntimeException(message, cause) {\n   actual constructor() : this(null, null)\n   actual constructor(message: String?) : this(message, null)\n   actual constructor(cause: Throwable?) : this(undefined, cause)\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. Use of this source code is governed by the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n */\n\n\n@file:Suppress(\"UNUSED_PARAMETER\")\n\npackage kotlin.js\n\n@kotlin.internal.InlineOnly\ninternal inline fun jsDeleteProperty(obj: Any, property: Any) {\n   js(\"delete obj[property]\")\n}\n\n@kotlin.internal.InlineOnly\ninternal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =\n   js(\"lhs | rhs\").unsafeCast<Int>()","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.math\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.withSign(sign: Double): Double {\n   val thisSignBit = js(\"Kotlin\").doubleSignBit(this).unsafeCast<Int>()\n   val newSignBit = js(\"Kotlin\").doubleSignBit(sign).unsafeCast<Int>()\n   return if (thisSignBit == newSignBit) this else -this\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\n/**\n * Returns a bit representation of the specified floating-point value as [Long]\n * according to the IEEE 754 floating-point \"double format\" bit layout.\n */\n@SinceKotlin(\"1.2\")\n@library(\"doubleToBits\")\npublic actual fun Double.toBits(): Long = definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point value as [Long]\n * according to the IEEE 754 floating-point \"double format\" bit layout,\n * preserving `NaN` values exact layout.\n

*/\n@SinceKotlin(\"1.2\")\n@library(\"doubleToRawBits\")\npublic actual fun Double.toRawBits(): Long = definedExternally\n\n/**\n * Returns the [Double] value corresponding to a given bit representation.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Double.Companion.fromBits(bits: Long): Double = js(\"Kotlin\").doubleFromBits(bits).unsafeCast<Double>()\n\n/**\n * Returns a bit representation of the specified floating-point value as [Int]\n * according to the IEEE 754 floating-point \"single format\" bit layout.\n *\n * Note that in Kotlin/JS [Float] range is wider than \"single format\" bit layout can represent,\n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.\n */\n@SinceKotlin(\"1.2\")\n@library(\"floatToBits\")\npublic actual fun Float.toBits(): Int = definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point value as [Int]\n * according to the IEEE 754 floating-point \"single format\" bit layout,\n * preserving `NaN` values exact layout.\n *\n * Note that in Kotlin/JS [Float] range is wider than \"single format\" bit layout can represent,\n * so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.\n */\n@SinceKotlin(\"1.2\")\n@library(\"floatToRawBits\")\npublic actual fun Float.toRawBits(): Int = definedExternally\n\n/**\n * Returns the [Float] value corresponding to a given bit representation.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Float.Companion.fromBits(bits: Int): Float = js(\"Kotlin\").floatFromBits(bits).unsafeCast<Float>()\n\n\n@Suppress(\"NOTHING_TO_INLINE\")\ninternal inline fun Long(low: Int, high: Int) = js(\"Kotlin\").Long.fromBits(low, high).unsafeCast<Long>()\ninternal inline val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()\ninternal inline val Long.high: Int get() = this.asDynamic().getHighBits().unsafeCast<Int>()\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\nimport kotlin.reflect.KClass\n\n@PublishedApi\ninternal fun <T : Annotation> KClass<*>.findAssociatedObject(@Suppress(\"UNUSED_PARAMETER\") annotationClass: KClass<T>): Any? {\n   // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.\n   return null\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * Returns a string representation of this [Long] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\n// 1343 ranges totally\nprivate object Category {\n   val decodedRangeStart: IntArray\n   val decodedRangeCategory: IntArray\n\n   init {\n   val toBase64 = \"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/\"\n   val fromBase64 = IntArray(128)\n   for (i in toBase64.indices) {\n   fromBase64[toBase64[i].code] = i\n   }\n\n   // rangeStartDiff.length = 1482\n   val rangeStartDiff = \"gBCFEDCKCDCaDDaDBhBCEEDDDDDEDXBHYBH5BRwBGDCHDCIDFHDCHFDCDEIRTEE7BGHDDJlCBbSEMOFGERwDEDDDDECEFCRBJhBFDCYFFCCzBvBjBBFC3BOhDBmBDGpBDDCtBBJIbEECLGDFCLDCgBBKVKEDiDDHCFECECKCEODBebC5CLBOKhBJDDDDWEBHFCFCPBZDEL1BVBSLPBgBB2BDBDICFBHKCCKCPDBHEDWBHEDDDDEDEDIBDGDCKCCGDDDCGECCWBFMDDCDEDDCHDDHKDDBKDBHFCWBFGFDBDDFEDBPDDKCHBGDCHEDWBFGFDCEDEDBHDDGDCKCGJEGDBFDDFDDDDDMEFDBFDCGBOKDFDFDCGFCXBQDDDDDBEGEDFDDKHBHDDGFCXBKBFCEFCFCHCHECCKDNCCHFCoBEDECFDDDDHDCCKJBGDCSDYBJEHBFDDEBIGKDCMuBFHEBGBIBKCkBFBFBXEIFJDFDGCKCEgBBDPEDGKKGECIBkBEOBDFFLBkBBIBEFFEClBrBCEBEGDBKGGDDDDDCHDENDCFEKDDlBDDFrBCDpKBECGEECpBBEChBBECGEECPB5BBECjCCDJUDQKG2CCGDsTCRBaCDrCDDIHNBEDLSDCJSCMLFCCM0BDHGFLBFDDKGKGEFDDBKGjBB1BHFChBDFmCKfDDDDDDCGDCFDKeCFLsBEaGKBDiBXDDD1

BDGDEIGJEKGKGHBGCMF/BEBvBCEDDFHEKHKJJDDeDDGDKsBFEDCIEkBIICCDFKDDKeGCJHrBCDI
IDBNBHEBEFDBFsB/BNBiBlB6BBF1EIiDJIGCGCIIIIGCGCIIIIOCIIIIIIDFEDDBFEDDDDEBDIFDDFEDBLF
GCEEICFBJCDEDCLDKBFBKCCGDDKDDNDgBQNEBDMPFFDEDEBFFHECEBEEDFBEDDQjBCEDEFFC
CJHBeEEfsIIEUCHCxCBeZoBGlCZLV8BuCW3FBJB2BIvDB4HOesBFCfKQgIjEW/BEgBCiIwBVCGnBCgBBp
DvBBuBEDBHEFGCCjDCGEDCFCFlBDDF4BHCOBXJHBHBHBHBHBHBHBHBgBCECGHGEDIFBKCEDM
EtBaB5CM2GaMEDDCKCGFCJEDFDDDC2CDDDB6CDCFrBB+CDEKgBkBMQfBKeIBPgBKnBPgKguGgC9
vUDVB3jBD3BJoBGCsIBDQKCUuBDDKCcCCmCKCGIXJCNC/BBHGKDECEVFBEMCEEBqBDDGDFDXD
CEBDGEG0BEICyBQCICKGSGDEBKcICXLCLBdDDBvBDECCDNCKECFCJKFBpBFEDCJDBICCKCEQBG
DDByBEDCEFBYDCLEDDCKGCGCGJHBHBrBBEJDEwCjBIDCKGk9KMXExBEggCgoGuLCqDmBHMFFC
KBNBFBIsDQRrLCQgCC2BoBMCCQGEGQDCQDDDDFDGDECEEFBnEEBFEDCKCDCaDDaDBFCKBtBCf
DGCGCFEDDDDCECKDC\"\n val diff = decodeVarLenBase64(rangeStartDiff, fromBase64, 1342)\n val
start = IntArray(diff.size + 1)\n for (i in diff.indices) {\n start[i + 1] = start[i] + diff[i]\n }\n
decodedRangeStart = start\n \n // rangeCategory.length = 2033\n val rangeCategory =
\"PsY44a41W54UYJYZYB14W7XC15WZPsYa84bl9Zw8b85Lr7C44brlerrYBZBCZCiBiBiBhCiiBhChiBhiCBhh
ChiCihBhChCChiBhChiClBCFhjCiBiBihDhiBhCCihBiBBhCCFCEbEbEb7EbGhCk7BixRkiCi4BRbh4BhRhCBR
BCiiBBCiBChiZBCBCiBcGHhChCiBRBxxEYC40Rx8c6RGUm4GRFRFYRQZ44acG4wRYFEFGJYllGFlYGwc
GmkEmcGFJFl8cYxwFGFGRFGFRJFGkkcYkxRm6aFGEGmmEmEGRYRFGxxYFRFRFRGQGIFmIFIGIooGF
GFGYJ4EFmoIRFlxRlxRFRFxlRxlFllRxmFIGxxIoxRomFRIRxlFlmGRJFaL86F4mRxmGoRFRFRFRFllRxGIGR
xmGxmGmxRxGRFlRRJmmFllGYRmmIRFllRlRFRFllRFxxGFIGmmRoxImxRFRllGmxRJ4aRFGxmIoRFlxRlxR
FRFllRFxxGlImoGmmRxoIxoIGRmmIRxlFlmGRJ8FLRxmFFRFllRllRxxFlRlxRxlFRFRFRooGRIooRomRxFRIR
JLc8aRmoIoGFllRlRFRFRlmGmoIooRGRGRxmGFRllGmxRJRYL8lGooYFllRlRFRFRFRmlIIxGooRGRIRlxFG
RJxlFRGIFllRlRFlmGIGxIooRomF8xRxxFllILFGRJLcFxmIoRFRFRFxlRFRxxGxxIooGmmRRIRJxxIoYRFllGG
RaFEGYJYRxlFRFRFlRFllGGlxRFxEGRJRFRFcY84c8mGcJL8G1WIFRFRGIGmmYFGRGRcGc88RYcYRFIGI
GmmIomGFJYFooGmlFllGmmFIFIFGFmoIGIomFJIm8cBhRRxxBC4ECFRFRFlRFRFRFRFRFRFlRFRFRFRFR
FRGYLRFcRBRCxxUF8YFMF1WRFYKFRFRFGRFGYRFGRFllRlRGRFmmIGIooGGY44E46FmxRJRLRY44
U44GmmQRJRFEFRFGFlGRFRFxmGmoIooGmoIoxRxxIoGIGRxxcx4YJFRFRFRFRJLRcFmmIomRx4YFoGG
mRomIGIGmxRJRJRYEYRGmmHRGIFmIGmIIooGFRJYcGcRmmIFomGmmIomGmlFJFmoGooGGIRYFIGIG
RYJRFJFEYCRBRBYRGYGIGFGFllGomGFRCECECEGRGhCCiBCBCRBRCBCBCRBRCxBCBCRCDCDCD
CiiRBj7CbCiiRBj7b7iCiiRxiCBRbCBbxxCiiRBj7bRMQUY9+V9+VYtOQMY9eY43X44Z1WY54XYMQRQrER
LZ12ELZ12RERaRGHGHGR88B88BihBhiChhC8hcZBc8BB8CBCFi8cihBZBC8Z8CLKhCKr8cRZcZc88ZcZc85
Z8ZcZc1WcZc1WcZcZcZcRcRLcLcZcZcZcZc1WLcZ1WZ1WZcZ1WZ1WZ1WZcZcZcRcRcBRCixBBCiBBihC
CEBhCCchCGhCRY44LCiRRxxCFRkYRGFRFRFRFRFRFRFRFRFRGY9eY49eY44U49e49e1WYEYUY04VY
48cRcRcRcRcRs4Y48ElK1Wc1W12U2cKGooUE88KqqEl4c8RFxxGm7bkkFUF4kEkFRFRFx8cLcFcRFcRLcLc
LcLcLcFcFRFEFRcRFEYFEYFJFRhClmHnnYG4EhCEGFKGYRbEbhCCiBECiBhCk7bhClBihCiBBCBhCRhiBh
hCCRhiFkkCFlGllGllGFooGmIcGRL88aRFYRIFIGRYJRGFYl4FGJFGYFGIRYFRGIFmoIGIGIYxEJRYFmEFJ
FRFGmoImoIGRFGFmIRJRYFEFcloGIFmlGmlFGFlmGFRllEYFomGo4YlkEoGRFRFRFRFRFRCbECk7bRCFo
oG4oGRJRFRFRFRTSFRFRCRCRlGFZFRFRlxFFbRF2VRFRFRF6cRGY41WRG40UX1W44V24Y44X33Y44R
44U1WY50Z5R46YRFRFxxQY44a41W54UYJYZYB14W7XC15WZ12YYFEFEFRFRFRFlxRllRxxa65b86axcZc
RQcR\"\n decodedRangeCategory = decodeVarLenBase64(rangeCategory, fromBase64, 1343)\n
}\n}\n\nprivate fun categoryValueFrom(code: Int, ch: Int): Int {\n return when {\n code < 0x20 -> code\n
code < 0x400 -> if ((ch and 1) == 1) code shr 5 else code and 0x1f\n else ->\n when (ch % 3) {\n
2 -> code shr 10\n 1 -> (code shr 5) and 0x1f\n else -> code and 0x1f\n }\n }\n}\n\n/**\n
* Returns the Unicode general category of this character as an Int.\n */\ninternal fun Char.getCategoryValue(): Int
{\n val ch = this.code\n\n val index = binarySearchRange(Category.decodedRangeStart, ch)\n val start =
Category.decodedRangeStart[index]\n val code = Category.decodedRangeCategory[index]\n val value =
categoryValueFrom(code, ch - start)\n\n return if (value == 17) CharCategory.UNASSIGNED.value else
value\n}\n\ninternal fun decodeVarLenBase64(base64: String, fromBase64: IntArray, resultLength: Int): IntArray
{\n val result = IntArray(resultLength)\n var index = 0\n var int = 0\n var shift = 0\n for (char in base64)

{\n val sixBit = fromBase64[char.code]\n int = int or ((sixBit and 0x1f) shl shift)\n if (sixBit < 0x20) {\n result[index++] = int\n int = 0\n shift = 0\n } else {\n shift += 5\n }\n }\n return result\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Reverses elements in the list in-place.\n */\npublic actual fun <T> MutableList<T>.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\n// 37 ranges totally\nprivate object Digit {\n internal val rangeStart = intArrayOf(\n 0x0030, 0x0660, 0x06f0, 0x07c0, 0x0966, 0x09e6, 0x0a66, 0x0ae6, 0x0b66, 0x0be6, 0x0c66, 0x0ce6, 0x0d66, 0x0de6, 0x0e50, 0x0ed0, 0x0f20, 0x1040, 0x1090, 0x17e0, \n 0x1810, 0x1946, 0x19d0, 0x1a80, 0x1a90, 0x1b50, 0x1bb0, 0x1c40, 0x1c50, 0xa620, 0xa8d0, 0xa900, 0xa9d0, 0xa9f0, 0xaa50, 0xabf0, 0xff10, \n)\n}\n\n/**\n * Returns the index of the largest element in [array] smaller or equal to the specified [needle],\n * or -1 if [needle] is smaller than the smallest element in [array].\n */\ninternal fun binarySearchRange(array: IntArray, needle: Int): Int {\n var bottom = 0\n var top = array.size - 1\n var middle = -1\n var value = 0\n while (bottom <= top) {\n middle = (bottom + top) / 2\n value = array[middle]\n if (needle > value)\n bottom = middle + 1\n else if (needle == value)\n return middle\n else\n top = middle - 1\n }\n return middle - (if (needle < value) 1 else 0)\n}\n\n/**\n * Returns an integer from 0..9 indicating the digit this character represents,\n * or -1 if this character is not a digit.\n */\ninternal fun Char.digitToIntImpl(): Int {\n val ch = this.code\n val index = binarySearchRange(Digit.rangeStart, ch)\n val diff = ch - Digit.rangeStart[index]\n return if (diff < 10) diff else -1\n}\n\n/**\n * Returns `true` if this character is a digit.\n */\ninternal fun Char.isDigitImpl(): Boolean {\n return digitToIntImpl() >= 0\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\n// 222 ranges totally\nprivate object Letter {\n val decodedRangeStart: IntArray\n val decodedRangeLength: IntArray\n val decodedRangeCategory: IntArray\n \n init {\n val toBase64 = \"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/\"\n val fromBase64 = IntArray(128)\n for (i in toBase64.indices) {\n fromBase64[toBase64[i].code] = i\n }\n \n // rangeStartDiff.length = 356\n val rangeStartDiff = \"hCgBpCQGYHZH5BRpBPPPPPPRMP5BPPlCPP6BkEPPPPcPXPzBvBrB3BOiDoBHwD+E3DauCnFmBmB2D6E1BlBTiBmBlBP5BhBiBrBvBjBqBnBPRtBiCmCtBlB0BmB5BiB7BmBgEmChBZgCoEoGVpBSfRhBPqKQ2BwBYoFgB4CJuTiEvBuCuDrF5DgEgFlJ1DgFmBQtBsBRGsB+BPiBlD1EIjDPRPPPPQPPPPPGQSQS/DxENVNU+B9zCwBwBPPCkDPNnBPqDYY1R8B7FkFgTgwGgwUwmBgKwBuBScmEP/BPPPPPPrBP8B7F1B/ErBqC6B7BiBmBfQsBUwCw/KwqIwLwETPcPjQgJxFgBlBsD\"\n val diff = decodeVarLenBase64(rangeStartDiff, fromBase64, 222)\n val start = IntArray(diff.size)\n for (i in diff.indices) {\n if (i == 0) start[i] = diff[i]\n else start[i] = start[i - 1] + diff[i]\n }\n decodedRangeStart = start\n \n // rangeLength.length = 328\n val rangeLength = \"aaMBXHYH5BRpBPPPPPPRMP5BPPlCPPzBDOOPPcPXPzBvBjB3BOhDmBBpB7DoDYxB+EiBP1DoExBkBQhBekBPmBgBhBctBiBMWOOXhCsBpBkBUV3Ba4BkB0DlCgBXgBtD4FSdBfPhBPpKP0BvBXjEQ2CGsT8DhBtCqDpFvD1D3E0IrD2EkBJrBDOBsB+BPiBlB1EIjDPPPPPPPPPPPGPPMNLsBNPNPKCvBvBPPCkDPBmBPhDXXgD4B6FzEgDguG9vUtkB9JcuBSckEP/BPPPPPPBPf4FrBjEhBpC3B5BKaWPrBOwCk/KsCuLqDHPbPxPsFt

EaaqDL\"\n decodedRangeLength = decodeVarLenBase64(rangeLength, fromBase64, 222)\n \n // rangeCategory.length = 959\n val rangeCategory = \"GFjgggUHGGFFZZZmzpz5qB6s6020B60ptltB6smt2sB60mz22B1+vv+8BZZ5s2850BW5q1ymtB506smzBF3q1q1qB1q1q1+Bgii4wDTm74g3KiggxqM60q1q1Bq1o1q1BF1qlrqrBZ2q5wprBGFZWWZGHFsjiooLowgmOowjkwCkgoiIk7ligGogiioBkwkiYkzj2oNoi+sbkwj04DghhkQ8wgiYkgoioDsgnkwC4gikQ//v+85BkwvoIsgoyI4yguI0whiwEowri4CoghsJowgqYowgm4DkwgsY/nwnzPowhmYkg6wI8yggZswikwHgxgmIoxgqYkwgk4DkxgmIkgoioBsgssoBgzgyI8g9gL8g9kI0wgwJoxgkoC0wgioFkw/wI0w53iF4gioYowjmgBHGq1qkgwBF1q1q8qBHwghuIwghyKk0goQkwgoQk3goQHGFHkyg0pBgxj6IoinkxDswno7Ikwhz9Bo0gioB8z48Rwli0xN0mpjoX8w78pDwltoqKHFGGwwgsIHFH3q1q16BFHWFZ1q10q1B2qlwq1B1q10q1B2q1yq1B6q1gq1Biq1qhxBir1qp1Bqt1q1qB1g1q1+B//3q16B///q1qBH/qlqq9Bholqq9B1i00a1q10qD1op1HkwmigEigiy6Cptogq1Bixo1kDq7/j00B2qgoBWGFm1lz50B6s5q1+BGWhggzhwBFFhgk4//Bo2jigE8wguI8wguI8wgugUog1qoB4qjmIwwi2KgkYHHH4lBgiFWkgIWoghssMmz5smrBZ3q1y50B5sm7gzBtz1smzB5smz50BqzqtmzB5sgzqzBF2/9//5BowgoIwmnkzPkwgk4C8ys65BkgoqI0wgy6FghquZo2giY0ghiIsgh24B4ghsQ8QF/v1q1OFs0O8iCHHF1qggz/B8wg6Iznv+//B08QgohsjK0QGFk7hsQ4gB\"\n decodedRangeCategory = decodeVarLenBase64(rangeCategory, fromBase64, 222)\n }\n}\n\n/**\n * Returns `true` if this character is a letter.\n */\ninternal fun Char.isLetterImpl(): Boolean {\n return getLetterType() != 0\n}\n\n/**\n * Returns `true` if this character is a lower case letter, or it has contributory property Other_Lowercase.\n */\ninternal fun Char.isLowerCaseImpl(): Boolean {\n return getLetterType() == 1 || code.isOtherLowercase()\n}\n\n/**\n * Returns `true` if this character is an upper case letter, or it has contributory property Other_Uppercase.\n */\ninternal fun Char.isUpperCaseImpl(): Boolean {\n return getLetterType() == 2 || code.isOtherUppercase()\n}\n\n/**\n * Returns\n * - `1` if the character is a lower case letter,\n * - `2` if the character is an upper case letter,\n * - `3` if the character is a letter but not a lower or upper case letter,\n * - `0` otherwise.\n */\nprivate fun Char.getLetterType(): Int {\n val ch = this.code\n val index = binarySearchRange(Letter.decodedRangeStart, ch)\n\n val rangeStart = Letter.decodedRangeStart[index]\n val rangeEnd = rangeStart + Letter.decodedRangeLength[index] - 1\n val code = Letter.decodedRangeCategory[index]\n\n if (ch > rangeEnd) {\n return 0\n }\n\n val lastTwoBits = code and 0x3\n\n if (lastTwoBits == 0) { // gap pattern\n var shift = 2\n var threshold = rangeStart\n for (i in 0..1) {\n threshold += (code shr shift) and 0x7f\n if (threshold > ch) {\n return 3\n }\n shift += 7\n threshold += (code shr shift) and 0x7f\n if (threshold > ch) {\n return 0\n }\n shift += 7\n }\n return 3\n }\n\n if (code <= 0x7) {\n return lastTwoBits\n }\n\n val distance = (ch - rangeStart)\n val shift = if (code <= 0x1F) distance % 2 else distance\n return (code shr (2 * shift)) and 0x3\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nprivate object OtherLowercase {\n internal val otherLowerStart = intArrayOf(\n 0x00aa, 0x00ba, 0x02b0, 0x02c0, 0x02e0, 0x0345, 0x037a, 0x1d2c, 0x1d78, 0x1d9b, 0x2071, 0x207f, 0x2090, 0x2170, 0x24d0, 0x2c7c, 0xa69c, 0xa770, 0xa7f8, 0xab5c, \n)\n internal val otherLowerLength = intArrayOf(\n 1, 1, 9, 2, 5, 1, 1, 63, 1, 37, 1, 1, 13, 16, 26, 2, 2, 1, 2, 4, \n)\n}\n\ninternal fun Int.isOtherLowercase(): Boolean {\n val index = binarySearchRange(OtherLowercase.otherLowerStart, this)\n return index >= 0 && this < OtherLowercase.otherLowerStart[index] + OtherLowercase.otherLowerLength[index]\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\ninternal fun Int.isOtherUppercase(): Boolean {\n return this in 0x2160..0x216f\n || this in 0x24b6..0x24cf\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:

https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\n\n/**\n * Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\npublic actual fun CharSequence.elementAt(index: Int): Char {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, length: $length\") }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\n// 4 ranges totally\ninternal fun Char.titlecaseCharImpl(): Char {\n   val code = this.code\n   // Letters repeating <Lu, Lt, Ll> sequence and code of the Lt is a multiple of 3, e.g. <\u01c4, \u01c5, \u01c6>\n   if (code in 0x01c4..0x01cc || code in 0x01f1..0x01f3) {\n   return (3 * ((code + 1) / 3)).toChar()\n   }\n   // Lower case letters whose title case mapping equivalent is equal to the original letter\n   if (code in 0x10d0..0x10fa || code in 0x10fd..0x10ff) {\n   return this\n   }\n   return uppercaseChar()\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\nimport kotlin.js.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun UIntArray.elementAt(index: Int): UInt {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun ULongArray.elementAt(index: Int): ULong {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun UByteArray.elementAt(index: Int): UByte {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size\") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAt\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun UShortArray.elementAt(index: Int): UShort {\n   return elementAtOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, size: $size\") }\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun UIntArray.asList(): List<UInt> {\n   return object : AbstractList<UInt>(), RandomAccess {\n   override val size: Int get() = this@asList.size\n   override fun isEmpty(): Boolean = this@asList.isEmpty()\n   override fun contains(element: UInt): Boolean = this@asList.contains(element)\n   override fun get(index: Int): UInt {\n   AbstractList.checkElementIndex(index, size)\n   return this@asList[index]\n   }\n   override fun indexOf(element: UInt): Int {\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is UInt) return -1\n   return this@asList.indexOf(element)\n   }\n   override fun lastIndexOf(element: UInt): Int {\n   @Suppress(\"USELESS_CAST\")\n   if ((element as Any?) !is UInt) return -1\n   return this@asList.lastIndexOf(element)\n   }\n   }\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun ULongArray.asList(): List<ULong> {\n   return object : AbstractList<ULong>(), RandomAccess {\n   override val size: Int get() = this@asList.size\n   override fun isEmpty(): Boolean = this@asList.isEmpty()\n   override fun contains(element: ULong): Boolean = this@asList.contains(element)\n   override fun get(index: Int): ULong {\n

AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n override fun indexOf(element: ULong): Int {\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is ULong) return -1\n return this@asList.indexOf(element)\n }\n override fun lastIndexOf(element: ULong): Int {\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is ULong) return -1\n return this@asList.lastIndexOf(element)\n }\n }\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun UByteArray.asList(): List<UByte> {\n return object : AbstractList<UByte>(), RandomAccess {\n override val size: Int get() = this@asList.size\n override fun isEmpty(): Boolean = this@asList.isEmpty()\n override fun contains(element: UByte): Boolean = this@asList.contains(element)\n override fun get(index: Int): UByte {\n AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n override fun indexOf(element: UByte): Int {\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is UByte) return -1\n return this@asList.indexOf(element)\n }\n override fun lastIndexOf(element: UByte): Int {\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is UByte) return -1\n return this@asList.lastIndexOf(element)\n }\n }\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic actual fun UShortArray.asList(): List<UShort> {\n return object : AbstractList<UShort>(), RandomAccess {\n override val size: Int get() = this@asList.size\n override fun isEmpty(): Boolean = this@asList.isEmpty()\n override fun contains(element: UShort): Boolean = this@asList.contains(element)\n override fun get(index: Int): UShort {\n AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n override fun indexOf(element: UShort): Int {\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is UShort) return -1\n return this@asList.indexOf(element)\n }\n override fun lastIndexOf(element: UShort): Int {\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is UShort) return -1\n return this@asList.lastIndexOf(element)\n }\n }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n//\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n//\n\n// 9 ranges totally\n/**\n * Returns `true` if this character is a whitespace.\n */\ninternal fun Char.isWhitespaceImpl(): Boolean {\n val ch = this.code\n return ch in 0x0009..0x000d\n || ch in 0x001c..0x0020\n || ch == 0x00a0\n || ch > 0x1000 && (\n ch == 0x1680\n || ch in 0x2000..0x200a\n || ch == 0x2028\n || ch == 0x2029\n || ch == 0x202f\n || ch == 0x205f\n || ch == 0x3000\n)\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n\npublic actual fun interface Comparator<T> {\n @JsName(\"compare\")\n public actual fun compare(a: T, b: T): Int\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport kotlin.annotation.AnnotationTarget.*\n\n@Target(FUNCTION)\n@Deprecated(\"Use inline extension function with body using dynamic\")\npublic annotation class nativeGetter\n\n@Target(FUNCTION)\n@Deprecated(\"Use inline extension function with body using dynamic\")\npublic annotation class nativeSetter\n\n@Target(FUNCTION)\n@Deprecated(\"Use inline extension function with body using dynamic\")\npublic annotation class nativeInvoke\n\n@Target(CLASS, FUNCTION, PROPERTY)\ninternal annotation class library(public val name: String = \"\")\n\n@Target(CLASS)\ninternal annotation class marker\n\n/**\n * Gives a declaration (a function, a property or a class) specific name in JavaScript.\n *\n * This may be useful in the following cases:\n *\n * * There are two functions for which the compiler gives same name in JavaScript, you can\n * mark one with `@JsName(...)` to prevent the compiler from reporting error.\n * * You are writing a JavaScript library in Kotlin. The compiler produces mangled names\n * for functions with parameters, which is unnatural for usual JavaScript developer.\n * You can put `@JsName(...)` on functions you want to be available from JavaScript.\n * * For some reason you want to rename declaration, e.g.

there's common term in JavaScript\n * for a concept provided by the declaration, which in uncommon in Kotlin.\n *\n * Example:\n *\n * ``` kotlin\n * class Person(val name: String) {\n * fun hello() {\n * println(\"Hello $name!\")\n * }\n *\n * @JsName(\"helloWithGreeting\")\n * fun hello(greeting: String) {\n * println(\"$greeting $name!\")\n * }\n * }\n * ```\n *\n * @property name the name which compiler uses both for declaration itself and for all references to the declaration.\n * It's required to denote a valid JavaScript identifier.\n *\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\npublic actual annotation class JsName(actual val name: String)\n\n/**\n * Denotes an `external` declaration that must be imported from native JavaScript library.\n *\n * The compiler produces the code relevant for the target module system, for example, in case of CommonJS,\n * it will import the declaration via the `require(...)` function.\n *\n * The annotation can be used on top-level external declarations (classes, properties, functions) and files.\n * In case of file (which can't be `external`) the following rule applies: all the declarations in\n * the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to import a JavaScript object\n * that contain all the declarations from the file.\n *\n * Example:\n *\n * ``` kotlin\n * @JsModule(\"jquery\")\n * external abstract class JQuery() {\n * // some declarations here\n * }\n *\n * @JsModule(\"jquery\")\n * external fun JQuery(element: Element): JQuery\n * ```\n *\n * @property import name of a module to import declaration from.\n * It is not interpreted by the Kotlin compiler, it's passed as is directly to the target module system.\n *\n * @see JsNonModule\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\npublic annotation class JsModule(val import: String)\n\n/**\n * Denotes an `external` declaration that can be used without module system.\n *\n * By default, an `external` declaration is available regardless your target module system.\n * However, by applying [JsModule] annotation you can make a declaration unavailable to *plain* module system.\n * Some JavaScript libraries are distributed both as a standalone downloadable piece of JavaScript and as a module available\n * as an npm package.\n * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the `@JsNonModule` annotation.\n *\n * For example:\n *\n * ``` kotlin\n * @JsModule(\"jquery\")\n * @JsNonModule\n * @JsName(\"$\")\n * external abstract class JQuery() {\n * // some declarations here\n * }\n *\n * @JsModule(\"jquery\")\n * @JsNonModule\n * @JsName(\"$\")\n * external fun JQuery(element: Element): JQuery\n * ```\n *\n * @see JsModule\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\npublic annotation class JsNonModule\n\n/**\n * Adds prefix to `external` declarations in a source file.\n *\n * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.\n * The compiler turns references to `external` declarations either to plain unprefixed names (in case of *plain* modules)\n * or to plain imports.\n * However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.\n * You can tell the compiler to generate additional prefix before references to `external` declarations using the `@JsQualifier(...)`\n * annotation.\n *\n * Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.\n *\n * Example:\n *\n * ```\n * @file:JsQualifier(\"my.jsPackageName\")\n * package some.kotlinPackage\n *\n * external fun foo(x: Int)\n *\n * external fun bar(): String\n * ```\n *\n * @property value the qualifier to add to the declarations in the generated code.\n * It must be a sequence of valid JavaScript identifiers separated by the `.` character.\n * Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$0.f`.\n *\n * @see JsModule\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.FILE)\npublic annotation class JsQualifier(val value: String)\n\n/**\n * Exports top-level declaration on JS platform.\n *\n * Compiled module exposes declarations that are marked with this annotation without name mangling.\n *\n * This annotation can be applied to either files or top-level declarations.\n *\n * It is currently prohibited to export the following kinds of declarations:\n *\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * * annotation classes\n *\n * Signatures of exported declarations must only contain \"exportable\" types:\n *\n * * `dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * `BooleanArray`, `ByteArray`, `ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`\n * * `Array<exportable-type>`\n * * Function types with exportable parameters and return types\n * * `external` or `@JsExport` classes and interfaces\n * * Nullable

counterparts of types above\n *   * Unit return type. Must not be nullable\n *\n * This annotation is experimental, meaning that restrictions mentioned above are subject to change.\n */\n@ExperimentalJsExport\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\n@SinceKotlin(\"1.3\")\npublic actual annotation class JsExport\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.jvm\n\n// these are used in common generated code in stdlib\n\n// TODO: find how to deprecate these ones\n\n@Target(AnnotationTarget.FIELD)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class Volatile\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.SOURCE)\npublic actual annotation class Synchronized\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableCollection] interface.\n *\n * @param E the type of elements contained in the collection. The collection is invariant in its element type.\n */\npublic actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {\n\n   actual abstract override fun add(element: E): Boolean\n\n   actual override fun remove(element: E): Boolean {\n   checkIsMutable()\n   val iterator = iterator()\n   while (iterator.hasNext()) {\n   if (iterator.next() == element) {\n   iterator.remove()\n   return true\n   }\n   }\n   return false\n   }\n\n   actual override fun addAll(elements: Collection<E>): Boolean {\n   checkIsMutable()\n   var modified = false\n   for (element in elements) {\n   if (add(element)) modified = true\n   }\n   return modified\n   }\n\n   actual override fun removeAll(elements: Collection<E>): Boolean {\n   checkIsMutable()\n   return (this as MutableIterable<E>).removeAll { it in elements }\n   }\n\n   actual override fun retainAll(elements: Collection<E>): Boolean {\n   checkIsMutable()\n   return (this as MutableIterable<E>).removeAll { it !in elements }\n   }\n\n   actual override fun clear(): Unit {\n   checkIsMutable()\n   val iterator = this.iterator()\n   while (iterator.hasNext()) {\n   iterator.next()\n   iterator.remove()\n   }\n   }\n\n   @Deprecated(\"Provided so that subclasses inherit this function\", level = DeprecationLevel.HIDDEN)\n   @JsName(\"toJSON\")\n   protected fun toJSON(): Any = this.toArray()\n\n\n   /**\n   * This method is called every time when a mutating method is called on this mutable collection.\n   * Mutable collections that are built (frozen) must throw `UnsupportedOperationException`.\n   */\n   internal open fun checkIsMutable(): Unit { }\n}\n\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT AbstractList\n * Copyright 2007 Google Inc.\n*/\n\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableList] interface.\n *\n * @param E the type of elements contained in the list. The list is invariant in its element type.\n */\npublic actual abstract class AbstractMutableList<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableList<E> {\n   protected var modCount: Int = 0\n\n   abstract override fun add(index: Int, element: E): Unit\n   abstract override fun removeAt(index: Int): E\n   abstract override fun set(index: Int, element: E): E\n\n   /**\n   * Adds the specified element to the end of this list.\n   *\n   * @return `true` because the list is always modified as the result of this operation.\n   */\n   actual override fun add(element: E): Boolean {\n   checkIsMutable()\n   add(size, element)\n   return true\n   }\n\n   actual override fun addAll(index: Int, elements: Collection<E>): Boolean {\n   AbstractList.checkPositionIndex(index, size)\n\n   checkIsMutable()\n   var _index = index\n   var changed = false\n   for (e in elements) {\n   add(_index++, e)\n   changed = true\n   }\n   return changed\n   }\n\n   actual override fun clear() {\n   checkIsMutable()\n   removeRange(0, size)\n   }\n\n   actual override fun removeAll(elements: Collection<E>): Boolean {\n   checkIsMutable()\n   return removeAll { it in elements }\n   }\n\n   actual override fun retainAll(elements: Collection<E>): Boolean {\n   checkIsMutable()\n   return removeAll { it !in elements }\n   }\n\n\n   actual override fun iterator(): MutableIterator<E> = IteratorImpl()\n\n   actual override fun contains(element: E): Boolean = indexOf(element) >=

0\n\n   actual override fun indexOf(element: E): Int {\n   for (index in 0..lastIndex) {\n   if (get(index) == element) {\n   return index\n   }\n   }\n   return -1\n   }\n\n   actual override fun lastIndexOf(element: E): Int {\n   for (index in lastIndex downTo 0) {\n   if (get(index) == element) {\n   return index\n   }\n   }\n   return -1\n   }\n\n   actual override fun listIterator(): MutableListIterator<E> = listIterator(0)\n   actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)\n\n\n   actual override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)\n\n   /**\n   * Removes the range of elements from this list starting from [fromIndex] and ending with but not including [toIndex].\n   */\n   protected open fun removeRange(fromIndex: Int, toIndex: Int) {\n   val iterator = listIterator(fromIndex)\n   repeat(toIndex - fromIndex) {\n   iterator.next()\n   iterator.remove()\n   }\n   }\n\n   /**\n   * Compares this list with another list instance with the ordered structural equality.\n   *\n   * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.\n   */\n   override fun equals(other: Any?): Boolean {\n   if (other === this) return true\n   if (other !is List<*>) return false\n\n   return AbstractList.orderedEquals(this, other)\n   }\n\n   /**\n   * Returns the hash code value for this list.\n   */\n   override fun hashCode(): Int = AbstractList.orderedHashCode(this)\n\n\n   private open inner class IteratorImpl : MutableIterator<E> {\n   /** the index of the item that will be returned on the next call to [next]`()` */\n   protected var index = 0\n   /** the index of the item that was returned on the previous call to [next]`()`\n   * or [ListIterator.previous]`()` (for `ListIterator`),\n   * -1 if no such item exists\n   */\n   protected var last = -1\n\n   override fun hasNext(): Boolean = index < size\n\n   override fun next(): E {\n   if (!hasNext()) throw NoSuchElementException()\n   last = index++\n   return get(last)\n   }\n\n   override fun remove() {\n   check(last != -1) { \"Call next() or previous() before removing element from the iterator.\" }\n\n   removeAt(last)\n   index = last\n   last = -1\n   }\n   }\n\n   /**\n   * Implementation of `MutableListIterator` for abstract lists.\n   */\n   private inner class ListIteratorImpl(index: Int) : IteratorImpl(), MutableListIterator<E> {\n\n   init {\n   AbstractList.checkPositionIndex(index, this@AbstractMutableList.size)\n   this.index = index\n   }\n\n   override fun hasPrevious(): Boolean = index > 0\n\n   override fun nextIndex(): Int = index\n\n   override fun previous(): E {\n   if (!hasPrevious()) throw NoSuchElementException()\n\n   last = --index\n   return get(last)\n   }\n\n   override fun previousIndex(): Int = index - 1\n\n   override fun add(element: E) {\n   add(index, element)\n   index++\n   last = -1\n   }\n\n   override fun set(element: E) {\n   check(last != -1) { \"Call next() or previous() before updating element value with the iterator.\" }\n   set(last, element)\n   }\n   }\n\n   private class SubList<E>(private val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(), RandomAccess {\n   private var _size: Int = 0\n\n   init {\n   AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)\n   this._size = toIndex - fromIndex\n   }\n\n   override fun add(index: Int, element: E) {\n   AbstractList.checkPositionIndex(index, _size)\n\n   list.add(fromIndex + index, element)\n   _size++\n   }\n\n   override fun get(index: Int): E {\n   AbstractList.checkElementIndex(index, _size)\n\n   return list[fromIndex + index]\n   }\n\n   override fun removeAt(index: Int): E {\n   AbstractList.checkElementIndex(index, _size)\n\n   val result = list.removeAt(fromIndex + index)\n   _size--\n   return result\n   }\n\n   override fun set(index: Int, element: E): E {\n   AbstractList.checkElementIndex(index, _size)\n\n   return list.set(fromIndex + index, element)\n   }\n\n   override val size: Int get() = _size\n\n   internal override fun checkIsMutable(): Unit = list.checkIsMutable()\n   }\n\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the [MutableMap] interface.\n *\n * The implementor is required to implement [entries] property, which should return mutable set of map entries, and [put] function.\n *\n * @param K the type of map keys. The map is invariant in its key type.\n * @param V the type of map values. The map is invariant in its value type.\n */\npublic actual abstract class AbstractMutableMap<K, V> protected actual constructor() : AbstractMap<K, V>(), MutableMap<K, V> {\n\n   /**\n   * A mutable

[Map.Entry] shared by several [Map] implementations.\n */\n internal open class SimpleEntry<K, V>(override val key: K, value: V) : MutableMap.MutableEntry<K, V> {\n constructor(entry: Map.Entry<K, V>) : this(entry.key, entry.value)\n\n private var _value = value\n\n override val value: V get() = _value\n\n override fun setValue(newValue: V): V {\n // Should check if the map containing this entry is mutable.\n // However, to not increase entry memory footprint it might be worthwhile not to check it here and\n // force subclasses that implement `build()` (freezing) operation to implement their own `MutableEntry`.\n// this@AbstractMutableMap.checkIsMutable()\n val oldValue = this._value\n this._value = newValue\n return oldValue\n }\n\n override fun hashCode(): Int = entryHashCode(this)\n override fun toString(): String = entryToString(this)\n override fun equals(other: Any?): Boolean = entryEquals(this, other)\n\n }\n\n // intermediate abstract class to workaround KT-43321\n internal abstract class AbstractEntrySet<E : Map.Entry<K, V>, K, V> : AbstractMutableSet<E>() {\n final override fun contains(element: E): Boolean = containsEntry(element)\n abstract fun containsEntry(element: Map.Entry<K, V>): Boolean\n final override fun remove(element: E): Boolean = removeEntry(element)\n abstract fun removeEntry(element: Map.Entry<K, V>): Boolean\n }\n\n actual override fun clear() {\n entries.clear()\n }\n\n private var _keys: MutableSet<K>? = null\n actual override val keys: MutableSet<K>\n get() {\n if (_keys == null) {\n _keys = object : AbstractMutableSet<K>() {\n override fun add(element: K): Boolean = throw UnsupportedOperationException(\"Add is not supported on keys\")\n override fun clear() {\n this@AbstractMutableMap.clear()\n }\n\n override operator fun contains(element: K): Boolean = containsKey(element)\n\n override operator fun iterator(): MutableIterator<K> {\n val entryIterator = entries.iterator()\n return object : MutableIterator<K> {\n override fun hasNext(): Boolean = entryIterator.hasNext()\n override fun next(): K = entryIterator.next().key\n override fun remove() = entryIterator.remove()\n }\n }\n\n override fun remove(element: K): Boolean {\n checkIsMutable()\n if (containsKey(element)) {\n this@AbstractMutableMap.remove(element)\n return true\n }\n return false\n }\n\n override val size: Int get() = this@AbstractMutableMap.size\n\n override fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()\n }\n }\n return _keys!!\n }\n\n actual abstract override fun put(key: K, value: V): V?\n\n actual override fun putAll(from: Map<out K, V>) {\n checkIsMutable()\n for ((key, value) in from) {\n put(key, value)\n }\n }\n\n private var _values: MutableCollection<V>? = null\n actual override val values: MutableCollection<V>\n get() {\n if (_values == null) {\n _values = object : AbstractMutableCollection<V>() {\n override fun add(element: V): Boolean = throw UnsupportedOperationException(\"Add is not supported on values\")\n override fun clear() = this@AbstractMutableMap.clear()\n\n override operator fun contains(element: V): Boolean = containsValue(element)\n\n override operator fun iterator(): MutableIterator<V> {\n val entryIterator = entries.iterator()\n return object : MutableIterator<V> {\n override fun hasNext(): Boolean = entryIterator.hasNext()\n override fun next(): V = entryIterator.next().value\n override fun remove() = entryIterator.remove()\n }\n }\n\n override val size: Int get() = this@AbstractMutableMap.size\n\n override fun checkIsMutable(): Unit = this@AbstractMutableMap.checkIsMutable()\n }\n }\n return _values!!\n }\n\n actual override fun remove(key: K): V? {\n checkIsMutable()\n val iter = entries.iterator()\n while (iter.hasNext()) {\n val entry = iter.next()\n val k = entry.key\n if (key == k) {\n val value = entry.value\n iter.remove()\n return value\n }\n }\n return null\n }\n\n\n /**\n * This method is called every time when a mutating method is called on this mutable map.\n * Mutable maps that are built (frozen) must throw `UnsupportedOperationException`.\n */\n internal open fun checkIsMutable(): Unit {}\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the

[MutableSet] interface.\n *\n * @param E the type of elements contained in the set. The set is invariant in its element type.\n */\npublic actual abstract class AbstractMutableSet<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableSet<E> {\n\n /**\n * Compares this set with another set instance with the unordered structural equality.\n *\n * @return `true`, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is Set<*>) return false\n return AbstractSet.setEquals(this, other)\n }\n\n /**\n * Returns the hash code value for this set.\n */\n override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)\n\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a [MutableList] implementation, which uses a resizable array as its backing storage.\n *\n * This implementation doesn't provide a way to manage capacity, as backing JS array is resizeable itself.\n * There is no speed advantage to pre-allocating array sizes in JavaScript, so this implementation does not include any of the\n * capacity and \"growth increment\" concepts.\n */\npublic actual open class ArrayList<E> internal constructor(private var array: Array<Any?>) : AbstractMutableList<E>(), MutableList<E>, RandomAccess {\n private var isReadOnly: Boolean = false\n\n /**\n * Creates an empty [ArrayList].\n */\n public actual constructor() : this(emptyArray()) {}\n\n /**\n * Creates an empty [ArrayList].\n * @param initialCapacity initial capacity (ignored)\n */\n public actual constructor(initialCapacity: Int) : this(emptyArray()) {}\n\n /**\n * Creates an [ArrayList] filled from the [elements] collection.\n */\n public actual constructor(elements: Collection<E>) : this(elements.toTypedArray<Any?>()) {}\n\n @PublishedApi\n internal fun build(): List<E> {\n checkIsMutable()\n isReadOnly = true\n return this\n }\n\n /** Does nothing in this ArrayList implementation. */\n public actual fun trimToSize() {}\n\n /** Does nothing in this ArrayList implementation. */\n public actual fun ensureCapacity(minCapacity: Int) {}\n\n actual override val size: Int get() = array.size\n @Suppress(\"UNCHECKED_CAST\")\n actual override fun get(index: Int): E = array[rangeCheck(index)] as E\n actual override fun set(index: Int, element: E): E {\n checkIsMutable()\n rangeCheck(index)\n @Suppress(\"UNCHECKED_CAST\")\n return array[index].apply { array[index] = element } as E\n }\n\n actual override fun add(element: E): Boolean {\n checkIsMutable()\n array.asDynamic().push(element)\n modCount++\n return true\n }\n\n actual override fun add(index: Int, element: E): Unit {\n checkIsMutable()\n array.asDynamic().splice(insertionRangeCheck(index), 0, element)\n modCount++\n }\n\n actual override fun addAll(elements: Collection<E>): Boolean {\n checkIsMutable()\n if (elements.isEmpty()) return false\n\n array += elements.toTypedArray<Any?>()\n modCount++\n return true\n }\n\n actual override fun addAll(index: Int, elements: Collection<E>): Boolean {\n checkIsMutable()\n insertionRangeCheck(index)\n\n if (index == size) return addAll(elements)\n if (elements.isEmpty()) return false\n when (index) {\n size -> return addAll(elements)\n 0 -> array = elements.toTypedArray<Any?>() + array\n else -> array = array.copyOfRange(0, index).asDynamic().concat(elements.toTypedArray<Any?>(), array.copyOfRange(index, size))\n }\n\n modCount++\n return true\n }\n\n actual override fun removeAt(index: Int): E {\n checkIsMutable()\n rangeCheck(index)\n modCount++\n return if (index == lastIndex)\n array.asDynamic().pop()\n else\n array.asDynamic().splice(index, 1)[0]\n }\n\n actual override fun remove(element: E): Boolean {\n checkIsMutable()\n for (index in array.indices) {\n if (array[index] == element) {\n array.asDynamic().splice(index, 1)\n modCount++\n return true\n }\n }\n return false\n }\n\n override fun removeRange(fromIndex: Int, toIndex: Int) {\n checkIsMutable()\n modCount++\n array.asDynamic().splice(fromIndex, toIndex - fromIndex)\n }\n\n actual override fun clear() {\n checkIsMutable()\n array = emptyArray()\n modCount++\n }\n\n\n actual override fun indexOf(element: E): Int = array.indexOf(element)\n\n actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)\n\n override fun toString() = arrayToString(array)\n\n @Suppress(\"UNCHECKED_CAST\")\n override fun <T> toArray(array: Array<T>): Array<T> {\n if (array.size < size) {\n return toArray() as Array<T>\n }\n\n (this.array as

Array<T>).copyInto(array)\n\n   if (array.size > size) {\n   array[size] = null as T // null-terminate\n   }\n\n   return array\n   }\n\n   override fun toArray(): Array<Any?> {\n   return js(\"[]\").slice.call(array)\n   }\n\n\n   internal override fun checkIsMutable() {\n   if (isReadOnly) throw UnsupportedOperationException()\n   }\n\n   private fun rangeCheck(index: Int) = index.apply {\n   AbstractList.checkElementIndex(index, size)\n   }\n\n   private fun insertionRangeCheck(index: Int) = index.apply {\n   AbstractList.checkPositionIndex(index, size)\n   }\n}","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {\n   if (getStableSortingIsSupported()) {\n   array.asDynamic().sort(comparison)\n   } else {\n   mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))\n   }\n}\n\ninternal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {\n   if (getStableSortingIsSupported()) {\n   val comparison = { a: T, b: T -> comparator.compare(a, b) }\n   array.asDynamic().sort(comparison)\n   } else {\n   mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)\n   }\n}\n\ninternal fun <T> sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {\n   if (fromIndex < toIndex - 1) {\n   mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)\n   }\n}\n\ninternal fun <T : Comparable<T>> sortArray(array: Array<out T>) {\n   if (getStableSortingIsSupported()) {\n   val comparison = { a: T, b: T -> a.compareTo(b) }\n   array.asDynamic().sort(comparison)\n   } else {\n   mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())\n   }\n}\n\nprivate var _stableSortingIsSupported: Boolean? = null\nprivate fun getStableSortingIsSupported(): Boolean {\n   _stableSortingIsSupported?.let { return it }\n   _stableSortingIsSupported = false\n\n   val array = js(\"[]\").unsafeCast<Array<Int>>()\n   // known implementations may use stable sort for arrays of up to 512 elements\n   // so we create slightly more elements to test stability\n   for (index in 0 until 600) array.asDynamic().push(index)\n   val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }\n   array.asDynamic().sort(comparison)\n   for (index in 1 until array.size) {\n   val a = array[index - 1]\n   val b = array[index]\n   if ((a and 3) == (b and 3) && a >= b) return false\n   }\n   _stableSortingIsSupported = true\n   return true\n}\n\n\nprivate fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>) {\n   val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()\n   val result = mergeSort(array, buffer, start, endInclusive, comparator)\n   if (result !== array) {\n   for (i in start..endInclusive) array[i] = result[i]\n   }\n}\n\n// Both start and end are inclusive indices.\nprivate fun <T> mergeSort(array: Array<T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T> {\n   if (start == end) {\n   return array\n   }\n\n   val median = (start + end) / 2\n   val left = mergeSort(array, buffer, start, median, comparator)\n   val right = mergeSort(array, buffer, median + 1, end, comparator)\n\n   val target = if (left === buffer) array else buffer\n\n   // Merge.\n   var leftIndex = start\n   var rightIndex = median + 1\n   for (i in start..end) {\n   when {\n   leftIndex <= median && rightIndex <= end -> {\n   val leftValue = left[leftIndex]\n   val rightValue = right[rightIndex]\n\n   if (comparator.compare(leftValue, rightValue) <= 0) {\n   target[i] = leftValue\n   leftIndex++\n   } else {\n   target[i] = rightValue\n   rightIndex++\n   }\n   }\n   leftIndex <= median -> {\n   target[i] = left[leftIndex]\n   leftIndex++\n   }\n   else /* rightIndex <= end */ -> {\n   target[i] = right[rightIndex]\n   rightIndex++\n   Unit // TODO: Fix KT-31506\n   }\n   }\n   }\n\n   return target\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin(\"1.3\")\n@kotlin.js.JsName(\"contentDeepHashCodeImpl\")\ninternal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {\n   if (this == null) return 0\n   var result = 1\n   for (element in this) {\n   val elementHash = when {\n   element == null -> 0\n   isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()\n\n   element is UByteArray   -> element.contentHashCode()\n   element is UShortArray -> element.contentHashCode()\n   element is UIntArray   -> element.contentHashCode()\n   element is

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ULongArray -> element.contentHashCode()\n\n else -> element.hashCode()\n }\n\n result = 31 * result + elementHash\n }\n return result\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal interface EqualityComparator {\n /**\n * Subclasses must override to return a value indicating\n * whether or not two keys or values are equal.\n */\n abstract fun equals(value1: Any?, value2: Any?): Boolean\n\n /**\n * Subclasses must override to return the hash code of a given key.\n */\n abstract fun getHashCode(value: Any?): Int\n\n\n object HashCode : EqualityComparator {\n override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2\n\n override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0\n }\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT AbstractHashMap\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based implementation of the [MutableMap] interface.\n *\n * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.\n */\n// Classes that extend HashMap and implement `build()` (freezing) operation\n// have to make sure mutating methods check `checkIsMutable`.\npublic actual open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {\n\n private inner class EntrySet : AbstractEntrySet<MutableEntry<K, V>, K, V>() {\n\n override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException(\"Add is not supported on entries\")\n override fun clear() {\n this@HashMap.clear()\n }\n\n override fun containsEntry(element: Map.Entry<K, V>): Boolean = this@HashMap.containsEntry(element)\n\n override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()\n\n override fun removeEntry(element: Map.Entry<K, V>): Boolean {\n if (contains(element)) {\n this@HashMap.remove(element.key)\n return true\n }\n return false\n }\n\n override val size: Int get() = this@HashMap.size\n }\n\n\n /**\n * Internal implementation of the map: either string-based or hashcode-based.\n */\n private val internalMap: InternalMap<K, V>\n\n private val equality: EqualityComparator\n\n internal constructor(internalMap: InternalMap<K, V>) : super() {\n this.internalMap = internalMap\n this.equality = internalMap.equality\n }\n\n /**\n * Constructs an empty [HashMap] instance.\n */\n actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))\n\n /**\n * Constructs an empty [HashMap] instance.\n *\n * @param initialCapacity the initial capacity (ignored)\n * @param loadFactor the load factor (ignored)\n *\n * @throws IllegalArgumentException if the initial capacity or load factor are negative\n */\n actual constructor(initialCapacity: Int, loadFactor: Float) : this() {\n // This implementation of HashMap has no need of load factors or capacities.\n require(initialCapacity >= 0) { \"Negative initial capacity: $initialCapacity\" }\n require(loadFactor >= 0) { \"Non-positive load factor: $loadFactor\" }\n }\n\n actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n\n /**\n * Constructs an instance of [HashMap] filled with the contents of the specified [original] map.\n */\n actual constructor(original: Map<out K, V>) : this() {\n this.putAll(original)\n }\n\n actual override fun clear() {\n internalMap.clear()\n// structureChanged(this)\n }\n\n actual override fun containsKey(key: K): Boolean = internalMap.contains(key)\n\n actual override fun containsValue(value: V): Boolean = internalMap.any { equality.equals(it.value, value) }\n\n private var _entries: MutableSet<MutableMap.MutableEntry<K, V>>? = null\n actual override val entries: MutableSet<MutableMap.MutableEntry<K, V>>\n get() {\n if (_entries == null) {\n _entries = createEntrySet()\n }\n return _entries!!\n }\n\n internal open fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n actual override operator fun get(key: K): V? = internalMap.get(key)\n\n actual override fun put(key: K, value: V): V? = internalMap.put(key, value)\n\n actual override fun remove(key: K): V? = internalMap.remove(key)\n\n actual override val size: Int get() = internalMap.size\n\n}\n\n/**\n * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n */\npublic fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {\n return
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HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT HashSet\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * The implementation of the [MutableSet] interface, backed by a [HashMap] instance.\n */\n// Classes that extend HashSet and implement `build()` (freezing) operation\n// have to make sure mutating methods check `checkIsMutable`.\npublic actual open class HashSet<E> : AbstractMutableSet<E>, MutableSet<E> {\n\n   internal val map: HashMap<E, Any>\n\n   /**\n   * Constructs a new empty [HashSet].\n   */\n   actual constructor() {\n   map = HashMap<E, Any>()\n   }\n\n   /**\n   * Constructs a new [HashSet] filled with the elements of the specified collection.\n   */\n   actual constructor(elements: Collection<E>) {\n   map = HashMap<E, Any>(elements.size)\n   addAll(elements)\n   }\n\n   /**\n   * Constructs a new empty [HashSet].\n   *\n   * @param initialCapacity the initial capacity (ignored)\n   * @param loadFactor   the load factor (ignored)\n   *\n   * @throws IllegalArgumentException if the initial capacity or load factor are negative\n   */\n   actual constructor(initialCapacity: Int, loadFactor: Float) {\n   map = HashMap<E, Any>(initialCapacity, loadFactor)\n   }\n\n   actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n   /**\n   * Protected constructor to specify the underlying map. This is used by\n   * LinkedHashSet.\n\n   * @param map underlying map to use.\n   */\n   internal constructor(map: HashMap<E, Any>) {\n   this.map = map\n   }\n\n   actual override fun add(element: E): Boolean {\n   val old = map.put(element, this)\n   return old == null\n   }\n\n   actual override fun clear() {\n   map.clear()\n   }\n\n// public override fun clone(): Any {\n//   return HashSet<E>(this)\n// }\n\n   actual override operator fun contains(element: E): Boolean = map.containsKey(element)\n\n   actual override fun isEmpty(): Boolean = map.isEmpty()\n\n   actual override fun iterator(): MutableIterator<E> = map.keys.iterator()\n\n   actual override fun remove(element: E): Boolean = map.remove(element) != null\n\n   actual override val size: Int get() = map.size\n\n}\n\n/**\n * Creates a new instance of the specialized implementation of [HashSet] with the specified [String] elements,\n * which elements the keys as properties of JS object without hashing them.\n */\npublic fun stringSetOf(vararg elements: String): HashSet<String> {\n   return HashSet(stringMapOf<Any>()).apply { addAll(elements) }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT InternalHashCodeMap\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\nimport kotlin.collections.AbstractMutableMap.SimpleEntry\n\n/**\n * A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n *\n *\n * Implementation notes:\n *\n *\n * A key's hashCode is the index in backingMap which should contain that key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all entries whose\n * keys share the same hash.\n */\ninternal class InternalHashCodeMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n\n   private var backingMap: dynamic = createJsMap()\n   override var size: Int = 0\n   private set\n\n   override fun put(key: K, value: V): V? {\n   val hashCode = equality.getHashCode(key)\n   val chainOrEntry = getChainOrEntryOrNull(hashCode)\n   if (chainOrEntry == null) {\n   // This is a new chain, put it to the map.\n   backingMap[hashCode] = SimpleEntry(key, value)\n   } else {\n   if (chainOrEntry !is Array<*>) {\n   // It is an entry\n   val entry: SimpleEntry<K, V> = chainOrEntry\n   if (equality.equals(entry.key, key)) {\n   return entry.setValue(value)\n   } else {\n   backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))\n   size++\n   return null\n   }\n   } else {\n   // Chain already exists, perhaps key also exists.\n   val chain: Array<MutableEntry<K, V>> = chainOrEntry\n   val entry = chain.findEntryInChain(key)\n   if (entry != null) {\n   return entry.setValue(value)\n   }\n   chain.asDynamic().push(SimpleEntry(key, value))\n   }\n   }\n   size++\n//   structureChanged(host)\n   return null\n   }\n\n   override fun remove(key: K): V? {\n   val hashCode = equality.getHashCode(key)\n   val chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null\n   if (chainOrEntry !is Array<*>) {\n   val entry: MutableEntry<K, V> = chainOrEntry\n   if (equality.equals(entry.key, key)) {\n

jsDeleteProperty(backingMap, hashCode)\n size--\n return entry.value\n } else {\n return null\n }\n } else {\n val chain: Array<MutableEntry<K, V>> = chainOrEntry\n for (index in chain.indices) {\n val entry = chain[index]\n if (equality.equals(key, entry.key)) {\n if (chain.size == 1) {\n chain.asDynamic().length = 0\n // remove the whole array\n jsDeleteProperty(backingMap, hashCode)\n } else {\n // splice out the entry we're removing\n chain.asDynamic().splice(index, 1)\n }\n size--\n// structureChanged(host)\n return entry.value\n }\n }\n }\n return null\n }\n\n override fun clear() {\n backingMap = createJsMap()\n size = 0\n }\n\n override fun contains(key: K): Boolean = getEntry(key) != null\n\n override fun get(key: K): V? = getEntry(key)?.value\n\n private fun getEntry(key: K): MutableEntry<K, V>? {\n val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null\n if (chainOrEntry !is Array<*>) {\n val entry: MutableEntry<K, V> = chainOrEntry\n if (equality.equals(entry.key, key)) {\n return entry\n } else {\n return null\n }\n } else {\n val chain: Array<MutableEntry<K, V>> = chainOrEntry\n return chain.findEntryInChain(key)\n }\n }\n\n private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n firstOrNull { entry -> equality.equals(entry.key, key) }\n\n override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n\n return object : MutableIterator<MutableEntry<K, V>> {\n var state = -1 // -1 not ready, 0 - ready, 1 - done\n\n val keys: Array<String> = js(\"Object\").keys(backingMap)\n var keyIndex = -1\n\n var chainOrEntry: dynamic = null\n var isChain = false\n var itemIndex = -1\n var lastEntry: MutableEntry<K, V>? = null\n\n private fun computeNext(): Int {\n if (chainOrEntry != null && isChain) {\n val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n if (++itemIndex < chainSize)\n return 0\n }\n\n if (++keyIndex < keys.size) {\n chainOrEntry = backingMap[keys[keyIndex]]\n isChain = chainOrEntry is Array<*>\n itemIndex = 0\n return 0\n } else {\n chainOrEntry = null\n return 1\n }\n }\n\n override fun hasNext(): Boolean {\n if (state == -1)\n state = computeNext()\n return state == 0\n }\n\n override fun next(): MutableEntry<K, V> {\n if (!hasNext()) throw NoSuchElementException()\n val lastEntry = if (isChain) {\n chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]\n } else {\n chainOrEntry.unsafeCast<MutableEntry<K, V>>()\n }\n this.lastEntry = lastEntry\n state = -1\n return lastEntry\n }\n\n override fun remove() {\n checkNotNull(lastEntry)\n this@InternalHashCodeMap.remove(lastEntry!!.key)\n lastEntry = null\n // the chain being iterated just got modified by InternalHashCodeMap.remove\n itemIndex--\n }\n }\n }\n\n private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n val chainOrEntry = backingMap[hashCode]\n return if (chainOrEntry === undefined) null else chainOrEntry\n }\n\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * The common interface of [InternalStringMap] and [InternalHashCodeMap].\n */\ninternal interface InternalMap<K, V> : MutableIterable<MutableMap.MutableEntry<K, V>> {\n val equality: EqualityComparator\n val size: Int\n operator fun contains(key: K): Boolean\n operator fun get(key: K): V?\n\n fun put(key: K, value: V): V?\n fun remove(key: K): V?\n fun clear(): Unit\n\n fun createJsMap(): dynamic {\n val result = js(\"Object.create(null)\")\n // force to switch object representation to dictionary mode\n result[\"foo\"] = 1\n jsDeleteProperty(result, \"foo\")\n return result\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT InternalStringMap\n * Copyright 2008 Google Inc.\n */\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * A simple wrapper around JavaScript Map for key type is string.\n *\n * Though this map is instantiated only with K=String, the K type is not fixed to String statically,\n * because we want to have it erased to Any? in order not to

generate type-safe override bridges for\n * [get], [contains], [remove] etc, if they ever are generated.\n */\ninternal class InternalStringMap<K, V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n\n   private var backingMap: dynamic = createJsMap()\n   override var size: Int = 0\n   private set\n\n//   /**\n//   * A mod count to track 'value' replacements in map to ensure that the 'value' that we have in the\n//   * iterator entry is guaranteed to be still correct.\n//   * This is to optimize for the common scenario where the values are not modified during\n//   * iterations where the entries are never stale.\n//   */\n//   private var valueMod: Int = 0\n\n   override operator fun contains(key: K): Boolean {\n   if (key !is String) return false\n   return backingMap[key] !== undefined\n   }\n\n   override operator fun get(key: K): V? {\n   if (key !is String) return null\n   val value = backingMap[key]\n   return if (value !== undefined) value.unsafeCast<V>() else null\n   }\n\n\n   override fun put(key: K, value: V): V? {\n   require(key is String)\n   val oldValue = backingMap[key]\n   backingMap[key] = value\n\n   if (oldValue === undefined) {\n   size++\n//   structureChanged(host)\n   return null\n   } else {\n//   valueMod++\n   return oldValue.unsafeCast<V>()\n   }\n   }\n\n   override fun remove(key: K): V? {\n   if (key !is String) return null\n   val value = backingMap[key]\n   if (value !== undefined) {\n   jsDeleteProperty(backingMap, key)\n   size--\n//   structureChanged(host)\n   return value.unsafeCast<V>()\n   } else {\n//   valueMod++\n   return null\n   }\n   }\n\n\n   override fun clear() {\n   backingMap = createJsMap()\n   size = 0\n   }\n\n\n   override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n   return object : MutableIterator<MutableEntry<K, V>> {\n   private val keys: Array<String> = js(\"Object\").keys(backingMap)\n   private val iterator = keys.iterator()\n   private var lastKey: String? = null\n\n   override fun hasNext(): Boolean = iterator.hasNext()\n\n   override fun next(): MutableEntry<K, V> {\n   val key = iterator.next()\n   lastKey = key\n   @Suppress(\"UNCHECKED_CAST\")\n   return newMapEntry(key as K)\n   }\n\n   override fun remove() {\n   @Suppress(\"UNCHECKED_CAST\")\n   this@InternalStringMap.remove(checkNotNull(lastKey) as K)\n   }\n   }\n   }\n\n   private fun newMapEntry(key: K): MutableEntry<K, V> = object : MutableEntry<K, V> {\n   override val key: K get() = key\n   override val value: V get() = this@InternalStringMap[key].unsafeCast<V>()\n\n   override fun setValue(newValue: V): V = this@InternalStringMap.put(key, newValue).unsafeCast<V>()\n\n   override fun hashCode(): Int = AbstractMap.entryHashCode(this)\n   override fun toString(): String = AbstractMap.entryToString(this)\n   override fun equals(other: Any?): Boolean = AbstractMap.entryEquals(this, other)\n   }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT LinkedHashMap\n * Copyright 2008 Google Inc.\n */\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\n\n/**\n * Hash table based implementation of the [MutableMap] interface, which additionally preserves the insertion order\n * of entries during the iteration.\n *\n * The insertion order is preserved by maintaining a doubly-linked list of all of its entries.\n */\npublic actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {\n\n   /**\n   * The entry we use includes next/prev pointers for a doubly-linked circular\n   * list with a head node. This reduces the special cases we have to deal with\n   * in the list operations.\n\n   * Note that we duplicate the key from the underlying hash map so we can find\n   * the eldest entry. The alternative would have been to modify HashMap so more\n   * of the code was directly usable here, but this would have added some\n   * overhead to HashMap, or to reimplement most of the HashMap code here with\n   * small modifications. Paying a small storage cost only if you use\n   * LinkedHashMap and minimizing code size seemed like a better tradeoff\n   */\n   private inner class ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V>(key, value) {\n   internal var next: ChainEntry<K, V>? = null\n   internal var prev: ChainEntry<K, V>? = null\n\n   override fun setValue(newValue: V): V {\n   this@LinkedHashMap.checkIsMutable()\n   return super.setValue(newValue)\n   }\n   }\n\n   private inner class EntrySet : AbstractEntrySet<MutableEntry<K, V>, K, V>() {\n\n   private inner class EntryIterator : MutableIterator<MutableEntry<K, V>> {\n   // The last entry that was returned from this iterator.\n   private var last: ChainEntry<K, V>? = null\n\n   // The

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next entry to return from this iterator.\n            private var next: ChainEntry<K, V>? = null\n\n            init {\n
 next = head\n//                recordLastKnownStructure(map, this)\n            }\n\n            override fun hasNext():
Boolean {\n                return next !== null\n            }\n\n            override fun next(): MutableEntry<K, V> {\n//
    checkStructuralChange(map, this)\n                if (!hasNext()) throw NoSuchElementException()\n\n                val
current = next!!\n                last = current\n                next = current.next.takeIf { it !== head }\n                return
current\n            }\n\n            override fun remove() {\n                check(last != null)\n
this@EntrySet.checkIsMutable()\n//                checkStructuralChange(map, this)\n\n                last!!.remove()\n
    map.remove(last!!.key)\n//                recordLastKnownStructure(map, this)\n                last = null\n            }\n
}\n\n        override fun add(element: MutableEntry<K, V>): Boolean = throw
UnsupportedOperationException(\"Add is not supported on entries\")\n        override fun clear() {\n
this@LinkedHashMap.clear()\n        }\n\n        override fun containsEntry(element: Map.Entry<K, V>): Boolean =
this@LinkedHashMap.containsEntry(element)\n\n        override operator fun iterator():
MutableIterator<MutableEntry<K, V>> = EntryIterator()\n\n        override fun removeEntry(element: Map.Entry<K,
V>): Boolean {\n            checkIsMutable()\n            if (contains(element)) {\n
this@LinkedHashMap.remove(element.key)\n                return true\n            }\n            return false\n        }\n\n
override val size: Int get() = this@LinkedHashMap.size\n\n        override fun checkIsMutable(): Unit =
this@LinkedHashMap.checkIsMutable()\n    }\n\n\n    /*\n     * The head of the insert order chain, which is a doubly-
linked circular\n     * list.\n     *\n     * The most recently inserted node is at the end of the chain, ie.\n     * chain.prev.\n
*/\n    private var head: ChainEntry<K, V>? = null\n\n    /**\n     * Add this node to the end of the chain.\n     */\n
private fun ChainEntry<K, V>.addToEnd() {\n        // This entry is not in the list.\n        check(next == null && prev
== null)\n\n        val _head = head\n        if (_head == null) {\n            head = this\n            next = this\n            prev =
this\n        } else {\n            // Chain is valid.\n            val _tail = checkNotNull(_head.prev)\n            // Update me.\n
        prev = _tail\n            next = _head\n            // Update my new siblings: current head and old tail\n
_head.prev = this\n            _tail.next = this\n        }\n    }\n\n    /**\n     * Remove this node from the chain it is a part
of.\n     */\n    private fun ChainEntry<K, V>.remove() {\n        if (this.next === this) {\n            // if this is single
element, remove head\n            head = null\n        } else {\n            if (head === this) {\n                // if this is first
element, move head to next\n                head = next\n            }\n            next!!.prev = prev\n            prev!!.next =
next\n        }\n        next = null\n        prev = null\n    }\n\n    /*\n     * The hashmap that keeps track of our entries and
the chain. Note that we\n     * duplicate the key here to eliminate changes to HashMap and minimize the\n     * code
here, at the expense of additional space.\n     */\n    private val map: HashMap<K, ChainEntry<K, V>>\n\n    private
var isReadOnly: Boolean = false\n\n    /**\n     * Constructs an empty [LinkedHashMap] instance.\n     */\n    actual
constructor() : super() {\n        map = HashMap<K, ChainEntry<K, V>>()\n    }\n\n    internal
constructor(backingMap: HashMap<K, Any>) : super() {\n        @Suppress(\"UNCHECKED_CAST\") // expected
to work due to erasure\n        map = backingMap as HashMap<K, ChainEntry<K, V>>\n    }\n\n    /**\n     *
Constructs an empty [LinkedHashMap] instance.\n     *\n     * @param  initialCapacity the initial capacity
(ignored)\n     * @param  loadFactor      the load factor (ignored)\n     *\n     * @throws IllegalArgumentException if
the initial capacity or load factor are negative\n     */\n    actual constructor(initialCapacity: Int, loadFactor: Float) :
super(initialCapacity, loadFactor) {\n        map = HashMap<K, ChainEntry<K, V>>()\n    }\n\n    actual
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n    /**\n     * Constructs an instance of
[LinkedHashMap] filled with the contents of the specified [original] map.\n     */\n    actual constructor(original:
Map<out K, V>) {\n        map = HashMap<K, ChainEntry<K, V>>()\n        this.putAll(original)\n    }\n\n
@PublishedApi\n    internal fun build(): Map<K, V> {\n        checkIsMutable()\n        isReadOnly = true\n
return this\n    }\n\n    actual override fun clear() {\n        checkIsMutable()\n        map.clear()\n        head = null\n
}\n\n\n//    override fun clone(): Any {\n//        return LinkedHashMap(this)\n//    }\n\n\n    actual override fun
containsKey(key: K): Boolean = map.containsKey(key)\n\n    actual override fun containsValue(value: V): Boolean
{\n        var node: ChainEntry<K, V> = head ?: return false\n        do {\n            if (node.value == value) {\n
return true\n            }\n            node = node.next!!\n        } while (node !== head)\n        return false\n    }\n\n\n
internal override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n    actual
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override operator fun get(key: K): V? = map.get(key)?.value\n\n   actual override fun put(key: K, value: V): V? {\n   checkIsMutable()\n\n   val old = map.get(key)\n   if (old == null) {\n   val newEntry = ChainEntry(key, value)\n   map.put(key, newEntry)\n   newEntry.addToEnd()\n   return null\n   } else {\n   return old.setValue(value)\n   }\n   }\n\n   actual override fun remove(key: K): V? {\n   checkIsMutable()\n\n   val entry = map.remove(key)\n   if (entry != null) {\n   entry.remove()\n   return entry.value\n   }\n   return null\n   }\n\n   actual override val size: Int get() = map.size\n\n   internal override fun checkIsMutable() {\n   if (isReadOnly) throw UnsupportedOperationException()\n   }\n}\n\n/**\n * Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n */\npublic fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {\n   return LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n/*\n * Based on GWT LinkedHashSet\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.\n *\n * This implementation preserves the insertion order of elements during the iteration.\n */\npublic actual open class LinkedHashSet<E> : HashSet<E>, MutableSet<E> {\n\n   internal constructor(map: LinkedHashMap<E, Any>) : super(map)\n\n   /**\n   * Constructs a new empty [LinkedHashSet].\n   */\n   actual constructor() : super(LinkedHashMap<E, Any>())\n\n   /**\n   * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.\n   */\n   actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {\n   addAll(elements)\n   }\n\n   /**\n   * Constructs a new empty [LinkedHashSet].\n   *\n   * @param initialCapacity the initial capacity (ignored)\n   * @param loadFactor   the load factor (ignored)\n   *\n   * @throws IllegalArgumentException if the initial capacity or load factor are negative\n   */\n   actual constructor(initialCapacity: Int, loadFactor: Float) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))\n\n   actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n   @PublishedApi\n   internal fun build(): Set<E> {\n   (map as LinkedHashMap<E, Any>).build()\n   return this\n   }\n\n   internal override fun checkIsMutable(): Unit = map.checkIsMutable()\n\n//   public override fun clone(): Any {\n//   return LinkedHashSet(this)\n//   }\n\n}\n\n/**\n * Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements,\n * which elements the keys as properties of JS object without hashing them.\n */\npublic fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {\n   return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.contracts.*\n\n\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\n@Deprecated(\"Synchronization on any object is not supported in Kotlin/JS\", ReplaceWith(\"run(block)\"))\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\npublic inline fun <R> synchronized(lock: Any, block: () -> R): R {\n   contract {\n   callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n   }\n   return block()\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.io\n\ninternal abstract class BaseOutput {\n   open fun println() {\n   print(\"\\n\")\n   }\n\n   open fun println(message: Any?) {\n   print(message)\n   println()\n   }\n\n   abstract fun print(message: Any?)\n\n   open fun flush() {}\n}\n\n/** JsName used to make the declaration available outside of module to test it */\n@JsName(\"NodeJsOutput\")\ninternal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {\n   override fun print(message: Any?) {\n   // TODO: Using local variable because of bug in block decomposition lowering in IR backend\n   val messageString = String(message)\n   outputStream.write(messageString)\n   }\n}\n\n/** JsName used to make the declaration available outside of module to test it */\n@JsName(\"OutputToConsoleLog\")\ninternal class OutputToConsoleLog : BaseOutput() {\n   override fun print(message: Any?) {\n   console.log(message)\n   }\n\n   override fun

println(message: Any?) {\n console.log(message)\n }\n\n override fun println() {\n console.log(\"\")\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */\n@JsName(\"BufferedOutput\")\ninternal open class BufferedOutput : BaseOutput() {\n var buffer = \"\"\n\n override fun print(message: Any?) {\n buffer += String(message)\n }\n\n override fun flush() {\n buffer = \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it */\n@JsName(\"BufferedOutputToConsoleLog\")\ninternal class BufferedOutputToConsoleLog : BufferedOutput() {\n override fun print(message: Any?) {\n var s = String(message)\n val i = s.nativeLastIndexOf(\"\\n\", 0)\n if (i >= 0) {\n buffer += s.substring(0, i)\n flush()\n s = s.substring(i + 1)\n }\n buffer += s\n }\n\n override fun flush() {\n console.log(buffer)\n buffer = \"\"\n }\n}\n\n/** JsName used to make the declaration available outside of module to test it and use at try.kotl.in */\n@JsName(\"output\")\ninternal var output = run {\n val isNode: Boolean = js(\"typeof process !== 'undefined' && process.versions && !!process.versions.node\")\n if (isNode) NodeJsOutput(js(\"process.stdout\")) else BufferedOutputToConsoleLog()\n}\n\n@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String = js(\"String\")(value)\n\n/** Prints the line separator to the standard output stream. */\npublic actual fun println() {\n output.println()\n}\n\n/** Prints the given [message] and the line separator to the standard output stream. */\npublic actual fun println(message: Any?) {\n output.println(message)\n}\n\n/** Prints the given [message] to the standard output stream. */\npublic actual fun print(message: Any?) {\n output.print(message)\n}\n\n@SinceKotlin(\"1.6\")\npublic actual fun readln(): String = throw UnsupportedOperationException(\"readln is not supported in Kotlin/JS\")\n\n@SinceKotlin(\"1.6\")\npublic actual fun readlnOrNull(): String? = throw UnsupportedOperationException(\"readlnOrNull is not supported in Kotlin/JS\")","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\nimport kotlin.coroutines.intrinsics.CoroutineSingletons.*\nimport kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal actual class SafeContinuation<in T>\ninternal actual constructor(\n private val delegate: Continuation<T>,\n initialResult: Any?\n) : Continuation<T> {\n @PublishedApi\n internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)\n\n public actual override val context: CoroutineContext\n get() = delegate.context\n\n private var result: Any? = initialResult\n\n public actual override fun resumeWith(result: Result<T>) {\n val cur = this.result\n when {\n cur === UNDECIDED -> {\n this.result = result.value\n }\n cur === COROUTINE_SUSPENDED -> {\n this.result = RESUMED\n delegate.resumeWith(result)\n }\n else -> throw IllegalStateException(\"Already resumed\")\n }\n }\n\n @PublishedApi\n internal actual fun getOrThrow(): Any? {\n if (result === UNDECIDED) {\n result = COROUTINE_SUSPENDED\n return COROUTINE_SUSPENDED\n }\n val result = this.result\n return when {\n result === RESUMED -> COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream\n result is Result.Failure -> throw result.exception\n else -> result // either COROUTINE_SUSPENDED or data\n }\n }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.cancellation\n\n@SinceKotlin(\"1.4\")\npublic actual open class CancellationException : IllegalStateException {\n actual constructor() : super()\n actual constructor(message: String?) : super(message)\n constructor(message: String?, cause: Throwable?) : super(message, cause)\n constructor(cause: Throwable?) : super(cause)\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines.js.internal\n\nimport kotlin.coroutines.Continuation\nimport kotlin.coroutines.EmptyCoroutineContext\n\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->\n result.getOrThrow()\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code

is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external class Date() {\n public constructor(milliseconds: Number)\n\n public constructor(dateString: String)\n\n public constructor(year: Int, month: Int)\n\n public constructor(year: Int, month: Int, day: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)\n\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)\n\n public fun getDate(): Int\n\n public fun getDay(): Int\n\n public fun getFullYear(): Int\n\n public fun getHours(): Int\n\n public fun getMilliseconds(): Int\n\n public fun getMinutes(): Int\n\n public fun getMonth(): Int\n\n public fun getSeconds(): Int\n\n public fun getTime(): Double\n\n public fun getTimezoneOffset(): Int\n\n public fun getUTCDate(): Int\n\n public fun getUTCDay(): Int\n\n public fun getUTCFullYear(): Int\n\n public fun getUTCHours(): Int\n\n public fun getUTCMilliseconds(): Int\n\n public fun getUTCMinutes(): Int\n\n public fun getUTCMonth(): Int\n\n public fun getUTCSeconds(): Int\n\n public fun toDateString(): String\n\n public fun toISOString(): String\n\n public fun toJSON(): Json\n\n public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n\n public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String\n\n public fun toTimeString(): String\n\n public fun toUTCString(): String\n\n public companion object {\n public fun now(): Double\n\n public fun parse(dateString: String): Double\n\n public fun UTC(year: Int, month: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int): Double\n\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number): Double\n }\n\n public interface LocaleOptions {\n public var localeMatcher: String?\n\n public var timeZone: String?\n\n public var hour12: Boolean?\n\n public var formatMatcher: String?\n\n public var weekday: String?\n\n public var era: String?\n\n public var year: String?\n\n public var month: String?\n\n public var day: String?\n\n public var hour: String?\n\n public var minute: String?\n\n public var second: String?\n\n public var timeZoneName: String?\n }\n}\n\npublic inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {\n val result = js(\"new Object()\").unsafeCast<Date.LocaleOptions>()\n init(result)\n return result\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.Document\nimport org.w3c.dom.Element\nimport kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.appendElement as newAppendElement\nimport kotlinx.dom.createElement as newCreateElement\n\n/**\n * Creates a new element with the specified [name].\n *\n * The element is initialized with the specified [init] function.\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = \"This API is moved to another package, use 'kotlinx.dom.createElement' instead.\",\n replaceWith = ReplaceWith(\"this.createElement(name, init)\", \"kotlinx.dom.createElement\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element = this.newCreateElement(name, init)\n\n/**\n * Appends a newly created element with the specified [name] to this element.\n *\n * The element is initialized with the specified [init] function.\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = \"This API is moved to another package,

use 'kotlinx.dom.appendElement' instead.\",\n   replaceWith = ReplaceWith(\"this.appendElement(name, init)\", \"kotlinx.dom.appendElement\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic inline fun Element.appendElement(name: String, noinline init: Element.() -> Unit): Element = this.newAppendElement(name, init)\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.Element\nimport kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.addClass as newAddClass\nimport kotlinx.dom.hasClass as newHasClass\nimport kotlinx.dom.removeClass as newRemoveClass\n\n/** Returns true if the element has the given CSS class style in its 'class' attribute */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.hasClass' instead.\",\n   replaceWith = ReplaceWith(\"this.hasClass(cssClass)\", \"kotlinx.dom.hasClass\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)\n\n/**\n * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element\n *\n * @return true if at least one class has been added\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.addClass' instead.\",\n   replaceWith = ReplaceWith(\"this.addClass(cssClasses)\", \"kotlinx.dom.addClass\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun Element.addClass(vararg cssClasses: String): Boolean = this.newAddClass(*cssClasses)\n\n/**\n * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n *\n * @return true if at least one class has been removed\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.removeClass' instead.\",\n   replaceWith = ReplaceWith(\"this.removeClass(cssClasses)\", \"kotlinx.dom.removeClass\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass(*cssClasses)","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.Element\nimport org.w3c.dom.Node\nimport kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.isElement as newIsElement\nimport kotlinx.dom.isText as newIsText\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.isText' instead.\",\n   replaceWith = ReplaceWith(\"this.isText\", \"kotlinx.dom.isText\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic val Node.isText: Boolean\n   inline get() = this.newIsText\n\n/**\n * Gets a value indicating whether this node is an [Element].\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.isElement' instead.\",\n   replaceWith = ReplaceWith(\"this.isElement\", \"kotlinx.dom.isElement\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic val Node.isElement: Boolean\n   inline get() = this.newIsElement\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom.events\n\npublic fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)\n\nprivate class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {\n   public override fun handleEvent(event: Event) {\n   handler(event)\n   }\n\n   public override fun toString(): String = \"EventListenerHandler($handler)\"\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom\n\npublic external interface ItemArrayLike<out T> {\n   val length: Int\n   fun item(index: Int): T?\n}\n\n/**\n * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`\n */\npublic fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {\n   override val size: Int get() = this@asList.length\n\n   override fun get(index: Int): T = when (index) {\n   in 0..lastIndex ->

this@asList.item(index).unsafeCast<T>()\n   else -> throw IndexOutOfBoundsException(\"index $index is not in range [0..$lastIndex]\")\n   }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.Element\nimport org.w3c.dom.Node\nimport kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.appendText as newAppendText\nimport kotlinx.dom.clear as newClear\n\n/** Removes all the children from this node. */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.clear' instead.\",\n   replaceWith = ReplaceWith(\"this.clear()\", \"kotlinx.dom.clear\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic inline fun Node.clear() = this.newClear()\n\n/**\n * Creates text node and append it to the element.\n *\n * @return this element\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n   message = \"This API is moved to another package, use 'kotlinx.dom.appendText' instead.\",\n   replaceWith = ReplaceWith(\"this.appendText(text)\", \"kotlinx.dom.appendText\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun Element.appendText(text: String): Element = this.newAppendText(text)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).\n */\n@kotlin.internal.InlineOnly\npublic inline fun Any?.asDynamic(): dynamic = this\n\n/**\n * Reinterprets this value as a value of the specified type [T] without any actual type checking.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()\n\n/**\n * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.\n */\n@kotlin.internal.DynamicExtension\n@JsName(\"unsafeCastDynamic\")\n@kotlin.internal.InlineOnly\npublic inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this\n\n/**\n * Allows to iterate this `dynamic` object in the following cases:\n * - when it has an `iterator` function,\n * - when it is an array\n * - when it is an instance of [kotlin.collections.Iterable]\n */\n@kotlin.internal.DynamicExtension\npublic operator fun dynamic.iterator(): Iterator<dynamic> {\n   val r: Any? = this\n\n   return when {\n   this[\"iterator\"] != null ->\n   this[\"iterator\"]()\n   isArrayish(r) ->\n   r.unsafeCast<Array<*>>().iterator()\n\n   else ->\n   (r as Iterable<*>).iterator()\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the module\n\n@JsName(\"throwNPE\")\ninternal fun throwNPE(message: String) {\n   throw NullPointerException(message)\n}\n\n@JsName(\"throwCCE\")\ninternal fun throwCCE() {\n   throw ClassCastException(\"Illegal cast\")\n}\n\n@JsName(\"throwISE\")\ninternal fun throwISE(message: String) {\n   throw IllegalStateException(message)\n}\n\n@JsName(\"throwUPAE\")\ninternal fun throwUPAE(propertyName: String) {\n   throw UninitializedPropertyAccessException(\"lateinit property ${propertyName} has not been initialized\")\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements in each group.\n *\n * @return a [Map] associating the key of each group with the count of elements in the group.\n *\n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =\n   fold(0) { acc, _ -> acc + 1 }\n\n/*\n/**\n * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group.\n *\n * @return a [Map] associating the key of each group with the count of element in the group.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int): Map<K, Int> =\n   fold(0) { acc, e -> acc + valueSelector(e) }\n*/","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"GroupingKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage

kotlin.collections\n\n/**\n * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.\n *\n * A [Grouping] structure serves as an intermediate step in group-and-fold operations:\n * they group elements by their keys and then fold each group with some aggregating operation.\n *\n * It is created by attaching `keySelector: (T) -> K` function to a source of elements.\n * To get an instance of [Grouping] use one of `groupingBy` extension functions:\n * - [Iterable.groupingBy]\n * - [Sequence.groupingBy]\n * - [Array.groupingBy]\n * - [CharSequence.groupingBy]\n *\n * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.\n */\n@SinceKotlin(\"1.1\")\npublic interface Grouping<T, out K> {\n   /** Returns an [Iterator] over the elements of the source of this grouping. */\n   fun sourceIterator(): Iterator<T>\n   /** Extracts the key of an [element]. */\n   fun keyOf(element: T): K\n}\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n *\n * The key for each element is provided by the [Grouping.keyOf] function.\n *\n * @param operation function is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`: indicates whether it's the first `element` encountered in the group.\n *\n * @return a [Map] associating the key of each group with the result of aggregation of the group elements.\n * @sample samples.collections.Grouping.aggregateByRadix\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R> Grouping<T, K>.aggregate(\n   operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R\n): Map<K, R> {\n   return aggregateTo(mutableMapOf<K, R>(), operation)\n}\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n *\n * The key for each element is provided by the [Grouping.keyOf] function.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`: indicates whether it's the first `element` encountered in the group.\n *\n * If the [destination] map already has a value corresponding to some key,\n * then the elements being aggregated for that key are never considered as `first`.\n *\n * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.\n * @sample samples.collections.Grouping.aggregateByRadixTo\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(\n   destination: M,\n   operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R\n): M {\n   for (e in this.sourceIterator()) {\n   val key = keyOf(e)\n   val accumulator = destination[key]\n   destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n   }\n   return destination\n}\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n * An initial value of accumulator is provided by [initialValueSelector] function.\n *\n * @param initialValueSelector a function that provides an initial value of accumulator for each group.\n * It's invoked with parameters:\n * - `key`: the key of the group;\n * - `element`: the first element being encountered in that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R> Grouping<T, K>.fold(\n   initialValueSelector: (key: K, element: T) -> R,\n   operation: (key: K, accumulator: R, element: T) -> R\n): Map<K, R> =\n   @Suppress(\"UNCHECKED_CAST\")\n   aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and

applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator is provided by [initialValueSelector] function.\n *\n * @param initialValueSelector a function that provides an initial value of accumulator for each group.\n * It's invoked with parameters:\n * - `key`: the key of the group;\n * - `element`: the first element being encountered in that group.\n *\n * If the [destination] map already has a value corresponding to some key, that value is used as an initial value of\n * the accumulator for that group and the [initialValueSelector] function is not called for that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(\n   destination: M,\n   initialValueSelector: (key: K, element: T) -> R,\n   operation: (key: K, accumulator: R, element: T) -> R\n): M =\n   @Suppress(\"UNCHECKED_CAST\")\n   aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n * An initial value of accumulator is the same [initialValue] for each group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R> Grouping<T, K>.fold(\n   initialValue: R,\n   operation: (accumulator: R, element: T) -> R\n): Map<K, R> =\n   @Suppress(\"UNCHECKED_CAST\")\n   aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator is the same [initialValue] for each group.\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the accumulator for that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(\n   destination: M,\n   initialValue: R,\n   operation: (accumulator: R, element: T) -> R\n): M =\n   @Suppress(\"UNCHECKED_CAST\")\n   aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }\n\n/**\n * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group\n * sequentially starting from the second element of the group,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in a new map.\n * An initial value of accumulator is the first element of the group.\n *\n * @param operation a function that is invoked on each subsequent element of the group with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.reduceByMaxVowels\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S, T : S, K> Grouping<T, K>.reduce(\n   operation: (key: K, accumulator: S, element: T) -> S\n): Map<K, S> =\n   aggregate { key, acc, e, first ->\n@Suppress(\"UNCHECKED_CAST\")\n   if (first) e else operation(key, acc as S, e)\n   }\n\n/**\n * Groups

elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group\n * sequentially starting from the second element of the group,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of accumulator is the first element of the group.\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the accumulator for that group and the first element of that group is also\n * subjected to the [operation].\n\n * @param operation a function that is invoked on each subsequent element of the group with the following parameters:\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being folded;\n *\n * @return the [destination] map associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.reduceByMaxVowelsTo\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(\n   destination: M,\n   operation: (key: K, accumulator: S, element: T) -> S\n): M =\n   aggregateTo(destination) { key, acc, e, first ->\n   @Suppress(\"UNCHECKED_CAST\")\n   if (first) e else operation(key, acc as S, e)\n   }\n\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the counter for that group.\n *\n * @return the [destination] map associating the key of each group with the count of elements in the group.\n *\n * @sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin(\"1.1\")\npublic fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =\n   foldTo(destination, 0) { acc, _ -> acc + 1 }\n\n/*\n/**\n * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group\n * to the given [destination] map.\n *\n *\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an initial value of the sum for that group.\n *\n * @return the [destination] map associating the key of each group with the sum of elements in the group.\n */\n@SinceKotlin(\"1.1\")\npublic inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =\n   foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}\n*/\n\n\n/*\n// TODO: sum by long and by double overloads\n\npublic inline fun <T, K, M : MutableMap<in K, Long>> Grouping<T, K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =\n   foldTo(destination, 0L) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =\n   fold(0L) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =\n   foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =\n   fold(0.0) { acc, e -> acc + valueSelector(e)}\n*/\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any?][Any].\n */\npublic external interface Json {\n   /**\n   * Calls to the function will be translated to indexing operation (square brackets) on the receiver with [propertyName] as the argument.\n   *\n   * E.g. for next code:\n   * ```kotlin\n   * fun test(j: Json, p: String) = j[\"prop\"] + j.get(p)\n   * ```\n   *\n   * will be generated:\n   * ```js\n   * function test(j, p) {\n   *   return j[\"prop\"] + j[p];\n   * }\n   * ```\n   */\n   operator fun get(propertyName: String): Any?\n\n   /**\n   * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName].\n   *\n   * E.g. for the following code:\n   * ```kotlin\n   * fun test(j: Json, p: String, newValue: Any) {\n   *   j[\"prop\"] = 1\n   *   j.set(p, newValue)\n   * }\n   * ```\n   *\n   * will be generated:\n   * ```js\n   * function test(j, p, newValue) {\n   *   j[\"prop\"] = 1;\n   *   j[p] = newValue;\n   * }\n   * }\n   * ```\n   */\n   operator fun set(propertyName: String, value: Any?): Unit\n}\n\n/**\n * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.\n */\npublic fun json(vararg pairs: Pair<String, Any?>): Json {\n   val res: dynamic = js(\"({})\")\n   for ((name, value) in pairs) {\n   res[name] = value\n   }\n

return res\n}\n\n/**\n * Adds key-value pairs from [other] to [this].\n * Returns the original receiver.\n */\npublic fun Json.add(other: Json): Json {\n   val keys: Array<String> = js(\"Object\").keys(other)\n   for (key in keys) {\n   if (other.asDynamic().hasOwnProperty(key)) {\n   this[key] = other[key];\n   }\n   }\n   return this\n}\n\n/**\n * Exposes the JavaScript [JSON object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/JSON) to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external object JSON {\n   public fun stringify(o: Any?): String\n   public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)): String\n   public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: Int): String\n   public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: String): String\n   public fun stringify(o: Any?, replacer: Array<String>): String\n   public fun stringify(o: Any?, replacer: Array<String>, space: Int): String\n   public fun stringify(o: Any?, replacer: Array<String>, space: String): String\n\n   public fun <T> parse(text: String): T\n   public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)): T\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.math\n\n\nimport kotlin.internal.InlineOnly\nimport kotlin.js.JsMath as nativeMath\n\n\n// region ================ Double Math ==\n\n/** Computes the sine of the angle [x] given in radians.\n *\n * Special cases:\n *   - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sin(x: Double): Double = nativeMath.sin(x)\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n *   - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cos(x: Double): Double = nativeMath.cos(x)\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n *   - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tan(x: Double): Double = nativeMath.tan(x)\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n *   - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asin(x: Double): Double = nativeMath.asin(x)\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n *   - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acos(x: Double): Double = nativeMath.acos(x)\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n *   - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan(x: Double): Double = nativeMath.atan(x)\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n *   - `atan2(0.0, 0.0)` is `0.0`\n *   - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n *   - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *   - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n *   - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n *   - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n *   - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n *   - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n *   - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n *   - `sinh(NaN)` is `NaN`\n *   - `sinh(+Inf)` is `+Inf`\n *   - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sinh(x: Double): Double = nativeMath.sinh(x)\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n *   - `cosh(NaN)` is `NaN`\n *   - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cosh(x: Double): Double = nativeMath.cosh(x)\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n *   - `tanh(NaN)` is `NaN`\n *   - `tanh(+Inf)` is `1.0`\n *   - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tanh(x: Double): Double =

nativeMath.tanh(x)\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun hypot(x: Double, y: Double): Double = nativeMath.hypot(x, y)\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun exp(x: Double): Double = nativeMath.exp(x)\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\npublic actual fun log(x: Double, base: Double): Double {\n   if (base <= 0.0 || base == 1.0) return Double.NaN\n   return nativeMath.log(x) / nativeMath.log(base)\n}\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln(x: Double): Double = nativeMath.log(x)\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log10(x: Double): Double = nativeMath.log10(x)\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log2(x: Double): Double = nativeMath.log2(x)\n\n/**\n * Computes `ln(x + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln1p(x: Double): Double = nativeMath.log1p(x)\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ceil(x: Double): Double = nativeMath.ceil(x)\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun floor(x: Double): Double = nativeMath.floor(x)\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x]

having its fractional part truncated.\n *\n * Special cases:\n *   - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun truncate(x: Double): Double = nativeMath.trunc(x)\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun round(x: Double): Double {\n   if (x % 0.5 != 0.0) {\n   return nativeMath.round(x)\n   }\n   val floor = floor(x)\n   return if (floor % 2 == 0.0) floor else ceil(x)\n}\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Double]\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun abs(x: Double): Double = nativeMath.abs(x)\n\n/**\n * Returns the sign of the given value [x]:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sign(x: Double): Double = nativeMath.sign(x)\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun min(a: Double, b: Double): Double = nativeMath.min(a, b)\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun max(a: Double, b: Double): Double = nativeMath.max(a, b)\n\n// extensions\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n *   - `b.pow(0.0)` is `1.0`\n *   - `b.pow(1.0) == b`\n *   - `b.pow(NaN)` is `NaN`\n *   - `NaN.pow(x)` is `NaN` for `x != 0.0`\n *   - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n *   - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Double.pow(x: Double): Double = nativeMath.pow(this, x)\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Double.pow(n: Int): Double = nativeMath.pow(this, n.toDouble())\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n *   - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)\n\n/**\n * Returns the sign of this value:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Double.sign: Double get() = nativeMath.sign(this)\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Double.withSign(sign: Int): Double = this.withSign(sign.toDouble())\n\n/**\n * Returns the ulp (unit in the last place) of this value.\n *\n * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.\n *\n * Special Cases:\n *   - `NaN.ulp` is `NaN`\n *   - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`\n *   - `0.0.ulp` is `Double.MIN_VALUE`\n */\n@SinceKotlin(\"1.2\")\npublic actual val Double.ulp: Double get() = when {\n   this < 0 -> (-this).ulp\n   this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n   this == Double.MAX_VALUE -> this - this.nextDown()\n   else -> this.nextUp() - this\n}\n\n/**\n * Returns the [Double] value nearest to this value in direction of positive infinity.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.nextUp(): Double = when {\n   this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n   this == 0.0 -> Double.MIN_VALUE\n   else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)\n}\n\n/**\n * Returns the [Double] value nearest to this value in direction of negative infinity.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.nextDown(): Double = when {\n   this.isNaN() || this == Double.NEGATIVE_INFINITY -> this\n   this == 0.0 -> -Double.MIN_VALUE\n   else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)\n}\n\n\n/**\n * Returns the [Double] value nearest to this value in direction from this value towards the value [to].\n *\n * Special cases:\n *   - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n *   - `x.nextTowards(x) == x`\n *\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.nextTowards(to: Double): Double = when {\n   this.isNaN() || to.isNaN() -> Double.NaN\n   to == this -> to\n   to > this -> this.nextUp()\n   else /* to < this */ -> this.nextDown()\n}\n\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n *   - `x.roundToInt()

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== Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.roundToInt(): Int = when {\n    isNaN() -> throw IllegalArgumentException(\"Cannot round NaN value.\")\n    this > Int.MAX_VALUE -> Int.MAX_VALUE\n    this < Int.MIN_VALUE -> Int.MIN_VALUE\n    else -> nativeMath.round(this).toInt()\n}\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n *   - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Double.roundToLong(): Long = when {\n    isNaN() -> throw IllegalArgumentException(\"Cannot round NaN value.\")\n    this > Long.MAX_VALUE -> Long.MAX_VALUE\n    this < Long.MIN_VALUE -> Long.MIN_VALUE\n    else -> nativeMath.round(this).toLong()\n}\n\n// endregion\n\n\n\n// region ================ Float Math ======================================\n\n/** Computes the sine of the angle [x] given in radians.\n *\n *  Special cases:\n *   - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sin(x: Float): Float = nativeMath.sin(x.toDouble()).toFloat()\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n *  Special cases:\n *   - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cos(x: Float): Float = nativeMath.cos(x.toDouble()).toFloat()\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n *  Special cases:\n *   - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tan(x: Float): Float = nativeMath.tan(x.toDouble()).toFloat()\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n *   - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun asin(x: Float): Float = nativeMath.asin(x.toDouble()).toFloat()\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n *   - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acos(x: Float): Float = nativeMath.acos(x.toDouble()).toFloat()\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n *   - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan(x: Float): Float = nativeMath.atan(x.toDouble()).toFloat()\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n *   - `atan2(0.0, 0.0)` is `0.0`\n *   - `atan2(0.0, x)` is  `0.0` for `x > 0` and `PI` for `x < 0`\n *   - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *   - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n *   - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n *   - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n *   - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n *   - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n *   - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n *   - `sinh(NaN)` is `NaN`\n *   - `sinh(+Inf)` is `+Inf`\n *   - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sinh(x: Float): Float = nativeMath.sinh(x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n *   - `cosh(NaN)` is `NaN`\n *   - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun cosh(x: Float): Float = nativeMath.cosh(x.toDouble()).toFloat()\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n *   - `tanh(NaN)` is `NaN`\n *   - `tanh(+Inf)` is `1.0`\n *   - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun tanh(x: Float): Float = nativeMath.tanh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n *   - `asinh(NaN)` is `NaN`\n *   - `asinh(+Inf)` is `+Inf`\n *   - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline
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fun asinh(x: Float): Float = nativeMath.asinh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun acosh(x: Float): Float = nativeMath.acosh(x.toDouble()).toFloat()\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun atanh(x: Float): Float = nativeMath.atanh(x.toDouble()).toFloat()\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun hypot(x: Float, y: Float): Float = nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sqrt(x: Float): Float = nativeMath.sqrt(x.toDouble()).toFloat()\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun exp(x: Float): Float = nativeMath.exp(x.toDouble()).toFloat()\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun expm1(x: Float): Float = nativeMath.expm1(x.toDouble()).toFloat()\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log10(x: Float): Float = nativeMath.log10(x.toDouble()).toFloat()\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun log2(x: Float): Float = nativeMath.log2(x.toDouble()).toFloat()\n\n/**\n * Computes `ln(a + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ln1p(x: Float): Float = nativeMath.log1p(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun ceil(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun floor(x: Float): Float = nativeMath.floor(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n * - `truncate(x)` is `x` where `x`

is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun truncate(x: Float): Float = truncate(x.toDouble()).toFloat()\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun round(x: Float): Float = round(x.toDouble()).toFloat()\n\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Float]\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat()\n\n/**\n * Returns the sign of the given value [x]:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun sign(x: Float): Float = nativeMath.sign(x.toDouble()).toFloat()\n\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b)\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b)\n\n// extensions\n\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n *   - `b.pow(0.0)` is `1.0`\n *   - `b.pow(1.0) == b`\n *   - `b.pow(NaN)` is `NaN`\n *   - `NaN.pow(x)` is `NaN` for `x != 0.0`\n *   - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n *   - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.pow(x: Float): Float = nativeMath.pow(this.toDouble(), x.toDouble()).toFloat()\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.pow(n: Int): Float = nativeMath.pow(this.toDouble(), n.toDouble()).toFloat()\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n *   - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()\n\n/**\n * Returns the sign of this value:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign.toDouble()).toFloat()\n\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n *   - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.roundToInt(): Int = toDouble().roundToInt()\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n *   - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun Float.roundToLong(): Long = toDouble().roundToLong()\n\n\n\n// endregion\n\n// region ================ Integer Math ==\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n *   - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Int]\n */\n// TODO: remove manual 'or' when KT-19290 is fixed\n@SinceKotlin(\"1.2\")\npublic actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun min(a: Int, b: Int): Int =

nativeMath.min(a, b)\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a, b)\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Int.absoluteValue: Int get() = abs(this)\n\n/**\n * Returns the sign of this value:\n * - `-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic actual val Int.sign: Int get() = when {\n this < 0 -> -1\n this > 0 -> 1\n else -> 0\n}\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Long]\n */\n@SinceKotlin(\"1.2\")\npublic actual fun abs(n: Long): Long = if (n < 0) -n else n\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\n@Suppress(\"NOTHING_TO_INLINE\")\npublic actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\npublic actual inline val Long.absoluteValue: Long get() = abs(this)\n\n/**\n * Returns the sign of this value:\n * - `-1` if the value is negative,\n * - `0` if the value is zero,\n * - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic actual val Long.sign: Int get() = when {\n this < 0 -> -1\n this > 0 -> 1\n else -> 0\n}\n\n\n// endregion\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n */\npublic actual fun Double.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n */\npublic actual fun Float.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n */\npublic actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n */\npublic actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n */\npublic actual fun Double.isFinite(): Boolean = !isInfinite() && !isNaN()\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n */\npublic actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()\n\n\n/**\n * Counts the number of set bits in the binary representation of this [Int] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.countOneBits(): Int {\n // Hacker's Delight 5-1 algorithm\n var v = this\n v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)\n v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)\n v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)\n v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)\n v = (v and 0x0000FFFF) + (v.ushr(16))\n return v\n}\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Int.countLeadingZeroBits(): Int = JsMath.clz32(this)\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.countTrailingZeroBits(): Int =\n // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits\n Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.takeHighestOneBit(): Int =\n if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())\n\n/**\n *

Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.takeLowestOneBit(): Int =\n   // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit\n   this and -this\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.rotateLeft(bitCount: Int): Int =\n   shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)\n\n\n/**\n * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.rotateRight(bitCount: Int): Int =\n   shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)\n\n\n/**\n * Counts the number of set bits in the binary representation of this [Long] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.countOneBits(): Int =\n   high.countOneBits() + low.countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.countLeadingZeroBits(): Int =\n   when (val high = this.high) {\n   0 -> Int.SIZE_BITS + low.countLeadingZeroBits()\n   else -> high.countLeadingZeroBits()\n   }\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.countTrailingZeroBits(): Int =\n   when (val low = this.low) {\n   0 -> Int.SIZE_BITS + high.countTrailingZeroBits()\n   else -> low.countTrailingZeroBits()\n   }\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.takeHighestOneBit(): Long =\n   when (val high = this.high) {\n   0 -> Long(low.takeHighestOneBit(), 0)\n   else -> Long(0, high.takeHighestOneBit())\n   }\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.takeLowestOneBit(): Long =\n   when (val low = this.low) {\n   0 -> Long(0, high.takeLowestOneBit())\n   else -> Long(low.takeLowestOneBit(), 0)\n   }\n\n/**\n * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Long.rotateLeft(bitCount: Int): Long {\n   if ((bitCount and 31) != 0) {\n   val low = this.low\n   val high = this.high\n   val newLow = low.shl(bitCount) or high.ushr(-bitCount)\n   val newHigh = high.shl(bitCount) or low.ushr(-bitCount)\n   return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)\n   } else {\n   return if ((bitCount and 32) == 0) this else Long(high, low)\n   }\n}\n\n\n/**\n * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n * The

least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 64)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {\n   @LowPriorityInOverloadResolution\n   public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>\n\n   @LowPriorityInOverloadResolution\n   public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>\n\n   public open fun <S> catch(onRejected: (Throwable) -> S): Promise<S>\n\n   companion object {\n   public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>\n\n   public fun <S> race(promise: Array<out Promise<S>>): Promise<S>\n\n   public fun reject(e: Throwable): Promise<Nothing>\n\n   public fun <S> resolve(e: S): Promise<S>\n   public fun <S> resolve(e: Promise<S>): Promise<S>\n   }\n}\n\n// It's workaround for KT-19672 since we can fix it properly until KT-11265 isn't fixed.\ninline fun <T, S> Promise<Promise<T>>.then(\n   noinline onFulfilled: ((T) -> S)?\n): Promise<S> {\n   return this.unsafeCast<Promise<T>>().then(onFulfilled)\n}\n\ninline fun <T, S> Promise<Promise<T>>.then(\n   noinline onFulfilled: ((T) -> S)?,\n   noinline onRejected: ((Throwable) -> S)?\n): Promise<S> {\n   return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\nimport kotlin.math.pow\n\ninternal actual fun defaultPlatformRandom(): Random =\n   Random(js(\"(Math.random() * Math.pow(2, 32)) | 0\").unsafeCast<Int>())\n\n\nprivate val INV_2_26: Double = 2.0.pow(-26)\nprivate val INV_2_53: Double = 2.0.pow(-53)\ninternal actual fun doubleFromParts(hi26: Int, low27: Int): Double =\n   hi26 * INV_2_26 + low27 * INV_2_53","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\nimport findAssociatedObject\n\n/**\n * The experimental marker for associated objects API.\n *\n * Any usage of a declaration annotated with `@ExperimentalAssociatedObjects` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.reflect.ExperimentalAssociatedObjects`.\n */\n@RequiresOptIn(level = RequiresOptIn.Level.ERROR)\n@Retention(value = AnnotationRetention.BINARY)\npublic annotation class ExperimentalAssociatedObjects\n\n/**\n * Makes the annotated annotation class an associated object key.\n *\n * An associated object key annotation should have single [KClass] parameter.\n * When applied to a class with reference to an object declaration as an argument, it binds\n * the object to the class, making this binding discoverable at runtime using [findAssociatedObject].\n */\n@ExperimentalAssociatedObjects\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.ANNOTATION_CLASS)\npublic annotation class AssociatedObjectKey\n\n/**\n * If [T] is an @[AssociatedObjectKey]-annotated annotation class and [this] class is annotated with @[T] (`S::class`),\n * returns object `S`.\n *\n * Otherwise returns `null`.\n */\n@ExperimentalAssociatedObjects\npublic inline fun <reified T : Annotation> KClass<*>.findAssociatedObject(): Any? =\n   this.findAssociatedObject(T::class)","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport getKClass\nimport kotlin.reflect.KClass\nimport kotlin.reflect.js.internal.KClassImpl\n\n/**\n * Represents the

constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.\n */\nexternal interface JsClass<T : Any> {\n /**\n * Returns the unqualified name of the class represented by this instance.\n */\n val name: String\n}\n\n/**\n * Obtains a constructor reference for the given `KClass`.\n */\nval <T : Any> KClass<T>.js: JsClass<T>\n get() = (this as KClassImpl<T>).jClass\n\n/**\n * Obtains a `KClass` instance for the given constructor reference.\n */\nval <T : Any> JsClass<T>.kotlin: KClass<T>\n get() = getKClass(this)\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal abstract class KClassImpl<T : Any>(\n internal open val jClass: JsClass<T>\n) : KClass<T> {\n\n override val qualifiedName: String?\n get() = TODO()\n\n override fun equals(other: Any?): Boolean {\n return other is KClassImpl<*> && jClass == other.jClass\n }\n\n // TODO: use FQN\n override fun hashCode(): Int = simpleName?.hashCode() ?: 0\n\n override fun toString(): String {\n // TODO: use FQN\n return \"class $simpleName\"\n }\n}\n\ninternal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {\n override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()\n\n override fun isInstance(value: Any?): Boolean {\n return jsIsType(value, jClass)\n }\n}\n\ninternal class PrimitiveKClassImpl<T : Any>(\n jClass: JsClass<T>,\n private val givenSimpleName: String,\n private val isInstanceFunction: (Any?) -> Boolean\n) : KClassImpl<T>(jClass) {\n override fun equals(other: Any?): Boolean {\n if (other !is PrimitiveKClassImpl<*>) return false\n return super.equals(other) && givenSimpleName == other.givenSimpleName\n }\n\n override val simpleName: String? get() = givenSimpleName\n\n override fun isInstance(value: Any?): Boolean {\n return isInstanceFunction(value)\n }\n}\n\ninternal object NothingKClassImpl : KClassImpl<Nothing>(js(\"Object\")) {\n override val simpleName: String = \"Nothing\"\n\n override fun isInstance(value: Any?): Boolean = false\n\n override val jClass: JsClass<Nothing>\n get() = throw UnsupportedOperationException(\"There's no native JS class for Nothing type\")\n\n override fun equals(other: Any?): Boolean = other === this\n\n override fun hashCode(): Int = 0\n}\n\ninternal class ErrorKClass : KClass<Nothing> {\n override val simpleName: String? get() = error(\"Unknown simpleName for ErrorKClass\")\n override val qualifiedName: String? get() = error(\"Unknown qualifiedName for ErrorKClass\")\n\n override fun isInstance(value: Any?): Boolean = error(\"Can's check isInstance on ErrorKClass\")\n\n override fun equals(other: Any?): Boolean = other === this\n\n override fun hashCode(): Int = 0\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\ninternal actual inline val KClass<*>.qualifiedOrSimpleName: String?\n get() = simpleName","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the module\n\n// TODO: Remove once JsReflectionAPICallChecker supports more reflection types\n@file:Suppress(\"Unsupported\")\n\nimport kotlin.reflect.*\nimport kotlin.reflect.js.internal.*\n\n@JsName(\"createKType\")\ninternal fun createKType(\n classifier: KClassifier,\n arguments: Array<KTypeProjection>,\n isMarkedNullable: Boolean\n) =\n KTypeImpl(classifier, arguments.asList(), isMarkedNullable)\n\n@JsName(\"createDynamicKType\")\ninternal fun createDynamicKType(): KType = DynamicKType\n\n@JsName(\"markKTypeNullable\")\ninternal fun markKTypeNullable(kType: KType) = KTypeImpl(kType.classifier!!, kType.arguments, true)\n\n@JsName(\"createKTypeParameter\")\ninternal fun createKTypeParameter(\n name: String,\n upperBounds: Array<KType>,\n variance: String\n): KTypeParameter {\n val kVariance = when (variance) {\n \"in\" -> KVariance.IN\n \"out\" -> KVariance.OUT\n else -> KVariance.INVARIANT\n }\n\n return KTypeParameterImpl(name, upperBounds.asList(), kVariance, false)\n}\n\n@JsName(\"getStarKTypeProjection\")\ninternal fun getStarKTypeProjection(): KTypeProjection =\n KTypeProjection.STAR\n\n@JsName(\"createCovariantKTypeProjection\")\ninternal fun

createCovariantKTypeProjection(type: KType): KTypeProjection =\n KTypeProjection.covariant(type)\n\n@JsName(\"createInvariantKTypeProjection\")\ninternal fun createInvariantKTypeProjection(type: KType): KTypeProjection =\n KTypeProjection.invariant(type)\n\n@JsName(\"createContravariantKTypeProjection\")\ninternal fun createContravariantKTypeProjection(type: KType): KTypeProjection =\n KTypeProjection.contravariant(type)\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal class KTypeImpl(\n override val classifier: KClassifier,\n override val arguments: List<KTypeProjection>,\n override val isMarkedNullable: Boolean\n) : KType {\n override fun equals(other: Any?): Boolean =\n other is KTypeImpl &&\n classifier == other.classifier && arguments == other.arguments && isMarkedNullable == other.isMarkedNullable\n\n override fun hashCode(): Int =\n (classifier.hashCode() * 31 + arguments.hashCode()) * 31 + isMarkedNullable.hashCode()\n\n override fun toString(): String {\n val kClass = (classifier as? KClass<*>)\n val classifierName = when {\n kClass == null -> classifier.toString()\n kClass.simpleName != null -> kClass.simpleName\n else -> \"(non-denotable type)\"\n }\n\n val args =\n if (arguments.isEmpty()) \"\"\n else arguments.joinToString(\", \", \"<\", \">\") { it.asString() }\n val nullable = if (isMarkedNullable) \"?\" else \"\"\n\n return classifierName + args + nullable\n }\n\n // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071\n private fun KTypeProjection.asString(): String {\n if (variance == null) return \"*\"\n return variance.prefixString() + type.toString()\n }\n}\n\ninternal object DynamicKType : KType {\n override val classifier: KClassifier? = null\n override val arguments: List<KTypeProjection> = emptyList()\n override val isMarkedNullable: Boolean = false\n override fun toString(): String = \"dynamic\"\n}\n\ninternal fun KVariance.prefixString() =\n when (this) {\n KVariance.INVARIANT -> \"\"\n KVariance.IN -> \"in \"\n KVariance.OUT -> \"out \"\n }\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal data class KTypeParameterImpl(\n override val name: String,\n override val upperBounds: List<KType>,\n override val variance: KVariance,\n override val isReified: Boolean\n) : KTypeParameter {\n override fun toString(): String = name\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.js.JsClass\n\n@JsName(\"PrimitiveClasses\")\ninternal object PrimitiveClasses {\n @JsName(\"anyClass\")\n val anyClass = PrimitiveKClassImpl(js(\"Object\").unsafeCast<JsClass<Any>>(), \"Any\", { it is Any })\n\n @JsName(\"numberClass\")\n val numberClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Number>>(), \"Number\", { it is Number })\n\n @JsName(\"nothingClass\")\n val nothingClass = NothingKClassImpl\n\n @JsName(\"booleanClass\")\n val booleanClass = PrimitiveKClassImpl(js(\"Boolean\").unsafeCast<JsClass<Boolean>>(), \"Boolean\", { it is Boolean })\n\n @JsName(\"byteClass\")\n val byteClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Byte>>(), \"Byte\", { it is Byte })\n\n @JsName(\"shortClass\")\n val shortClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Short>>(), \"Short\", { it is Short })\n\n @JsName(\"intClass\")\n val intClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Int>>(), \"Int\", { it is Int })\n\n @JsName(\"floatClass\")\n val floatClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Float>>(), \"Float\", { it is Float })\n\n @JsName(\"doubleClass\")\n val doubleClass = PrimitiveKClassImpl(js(\"Number\").unsafeCast<JsClass<Double>>(), \"Double\", { it is Double })\n\n @JsName(\"arrayClass\")\n val arrayClass = PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<Array<*>>>(), \"Array\", { it is Array<*> })\n\n @JsName(\"stringClass\")\n val stringClass = PrimitiveKClassImpl(js(\"String\").unsafeCast<JsClass<String>>(),

\"String\", { it is String })\n\n   @JsName(\"throwableClass\")\n   val throwableClass = PrimitiveKClassImpl(js(\"Error\").unsafeCast<JsClass<Throwable>>(), \"Throwable\", { it is Throwable })\n\n   @JsName(\"booleanArrayClass\")\n   val booleanArrayClass = PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<BooleanArray>>(), \"BooleanArray\", { it is BooleanArray })\n\n   @JsName(\"charArrayClass\")\n   val charArrayClass = PrimitiveKClassImpl(js(\"Uint16Array\").unsafeCast<JsClass<CharArray>>(), \"CharArray\", { it is CharArray })\n\n   @JsName(\"byteArrayClass\")\n   val byteArrayClass = PrimitiveKClassImpl(js(\"Int8Array\").unsafeCast<JsClass<ByteArray>>(), \"ByteArray\", { it is ByteArray })\n\n   @JsName(\"shortArrayClass\")\n   val shortArrayClass = PrimitiveKClassImpl(js(\"Int16Array\").unsafeCast<JsClass<ShortArray>>(), \"ShortArray\", { it is ShortArray })\n\n   @JsName(\"intArrayClass\")\n   val intArrayClass = PrimitiveKClassImpl(js(\"Int32Array\").unsafeCast<JsClass<IntArray>>(), \"IntArray\", { it is IntArray })\n\n   @JsName(\"longArrayClass\")\n   val longArrayClass = PrimitiveKClassImpl(js(\"Array\").unsafeCast<JsClass<LongArray>>(), \"LongArray\", { it is LongArray })\n\n   @JsName(\"floatArrayClass\")\n   val floatArrayClass = PrimitiveKClassImpl(js(\"Float32Array\").unsafeCast<JsClass<FloatArray>>(), \"FloatArray\", { it is FloatArray })\n\n   @JsName(\"doubleArrayClass\")\n   val doubleArrayClass = PrimitiveKClassImpl(js(\"Float64Array\").unsafeCast<JsClass<DoubleArray>>(), \"DoubleArray\", { it is DoubleArray })\n\n   @JsName(\"functionClass\")\n   fun functionClass(arity: Int): KClassImpl<Any> {\n   return functionClasses.get(arity) ?: run {\n   val result = PrimitiveKClassImpl(js(\"Function\").unsafeCast<JsClass<Any>>(), \"Function$arity\",\n   { jsTypeOf(it) === \"function\" && it.asDynamic().length === arity })\n   functionClasses.asDynamic()[arity] = result\n   result\n   }\n   }\n}\n\nprivate val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the module\n\nimport kotlin.reflect.*\nimport kotlin.reflect.js.internal.*\n\n@JsName(\"getKClass\")\ninternal fun <T : Any> getKClass(jClass: Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {\n   return if (js(\"Array\").isArray(jClass)) {\n   getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())\n   } else {\n   getKClass1(jClass.unsafeCast<JsClass<T>>())\n   }\n}\n\n@JsName(\"getKClassM\")\ninternal fun <T : Any> getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {\n   1 -> getKClass1(jClasses[0])\n   0 -> NothingKClassImpl.unsafeCast<KClass<T>>()\n   else -> ErrorKClass().unsafeCast<KClass<T>>()\n}\n\n@JsName(\"getKClassFromExpression\")\ninternal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =\n   when (jsTypeOf(e)) {\n   \"string\" -> PrimitiveClasses.stringClass\n   \"number\" -> if (jsBitwiseOr(e, 0).asDynamic() === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass\n   \"boolean\" -> PrimitiveClasses.booleanClass\n   \"function\" -> PrimitiveClasses.functionClass(e.asDynamic().length)\n   else -> {\n   when {\n   e is BooleanArray -> PrimitiveClasses.booleanArrayClass\n   e is CharArray -> PrimitiveClasses.charArrayClass\n   e is ByteArray -> PrimitiveClasses.byteArrayClass\n   e is ShortArray -> PrimitiveClasses.shortArrayClass\n   e is IntArray -> PrimitiveClasses.intArrayClass\n   e is LongArray -> PrimitiveClasses.longArrayClass\n   e is FloatArray -> PrimitiveClasses.floatArrayClass\n   e is DoubleArray -> PrimitiveClasses.doubleArrayClass\n   e is KClass<*> -> KClass::class\n   e is Array<*> -> PrimitiveClasses.arrayClass\n   else -> {\n   val constructor = js(\"Object\").getPrototypeOf(e).constructor\n   when {\n   constructor === js(\"Object\") -> PrimitiveClasses.anyClass\n   constructor === js(\"Error\") -> PrimitiveClasses.throwableClass\n   else -> {\n   val jsClass: JsClass<T> = constructor\n   getKClass1(jsClass)\n   }\n   }\n   }\n   }\n   }\n   }.unsafeCast<KClass<T>>()\n\n@JsName(\"getKClass1\")\ninternal fun <T : Any> getKClass1(jClass:

JsClass<T>): KClass<T> {\n   if (jClass === js(\"String\")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()\n\n   val metadata = jClass.asDynamic().`$metadata$`\n\n   return if (metadata != null) {\n   if (metadata.`$kClass$` == null) {\n   val kClass = SimpleKClassImpl(jClass)\n   metadata.`$kClass$` = kClass\n   kClass\n   } else {\n   metadata.`$kClass$`\n   }\n   } else {\n   SimpleKClassImpl(jClass)\n   }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the JavaScript [RegExp object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/RegExp) to Kotlin.\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external class RegExp(pattern: String, flags: String? = definedExternally) {\n\n   public fun test(str: String): Boolean\n\n   public fun exec(str: String): RegExpMatch?\n\n   public override fun toString(): String\n\n   /**\n   * The lastIndex is a read/write integer property of regular expressions that specifies the index at which to start the next match.\n   */\n   public var lastIndex: Int\n\n   public val global: Boolean\n   public val ignoreCase: Boolean\n   public val multiline: Boolean\n}\n\n/**\n * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.\n */\npublic fun RegExp.reset() {\n   lastIndex = 0\n}\n\n// TODO: Inherit from array or introduce asArray() extension\n/**\n * Represents the return value of [RegExp.exec].\n */\n@Suppress(\"NOT_DOCUMENTED\")\npublic external interface RegExpMatch {\n   public val index: Int\n   public val input: String\n   public val length: Int\n}\n\n/**\n * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by the capturing parenthesis\n * at the given index.\n */\npublic inline operator fun RegExpMatch.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent\n * element is the text matched by each capturing parenthesis.\n */\npublic inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.sequences\n\ninternal actual class ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {\n   private var sequenceRef: Sequence<T>? = sequence\n\n   actual override fun iterator(): Iterator<T> {\n   val sequence = sequenceRef ?: throw IllegalStateException(\"This sequence can be consumed only once.\")\n   sequenceRef = null\n   return sequence.iterator()\n   }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n@SinceKotlin(\"1.5\")\npublic actual enum class CharCategory(internal val value: Int, public actual val code: String) {\n   /**\n   * General category \"Cn\" in the Unicode specification.\n   */\n   UNASSIGNED(0, \"Cn\"),\n\n   /**\n   * General category \"Lu\" in the Unicode specification.\n   */\n   UPPERCASE_LETTER(1, \"Lu\"),\n\n   /**\n   * General category \"Ll\" in the Unicode specification.\n   */\n   LOWERCASE_LETTER(2, \"Ll\"),\n\n   /**\n   * General category \"Lt\" in the Unicode specification.\n   */\n   TITLECASE_LETTER(3, \"Lt\"),\n\n   /**\n   * General category \"Lm\" in the Unicode specification.\n   */\n   MODIFIER_LETTER(4, \"Lm\"),\n\n   /**\n   * General category \"Lo\" in the Unicode specification.\n   */\n   OTHER_LETTER(5, \"Lo\"),\n\n   /**\n   * General category \"Mn\" in the Unicode specification.\n   */\n   NON_SPACING_MARK(6, \"Mn\"),\n\n   /**\n   * General category \"Me\" in the Unicode specification.\n   */\n   ENCLOSING_MARK(7, \"Me\"),\n\n   /**\n   * General category \"Mc\" in the Unicode specification.\n   */\n   COMBINING_SPACING_MARK(8, \"Mc\"),\n\n   /**\n   * General category \"Nd\" in the Unicode specification.\n   */\n   DECIMAL_DIGIT_NUMBER(9, \"Nd\"),\n\n   /**\n   * General category \"Nl\" in the Unicode specification.\n   */\n   LETTER_NUMBER(10, \"Nl\"),\n\n   /**\n   * General category \"No\" in the Unicode specification.\n   */\n   OTHER_NUMBER(11, \"No\"),\n\n   /**\n   * General category \"Zs\" in the Unicode specification.\n   */\n   SPACE_SEPARATOR(12, \"Zs\"),\n\n   /**\n   * General category \"Zl\" in the Unicode specification.\n   */\n   LINE_SEPARATOR(13, \"Zl\"),\n\n   /**\n   * General category \"Zp\" in the Unicode specification.\n   */\n   PARAGRAPH_SEPARATOR(14, \"Zp\"),\n\n

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/**\n     * General category \"Cc\" in the Unicode specification.\n     */\n    CONTROL(15, \"Cc\"),\n\n    /**\n     * General category \"Cf\" in the Unicode specification.\n     */\n    FORMAT(16, \"Cf\"),\n\n    /**\n     * General category \"Co\" in the Unicode specification.\n     */\n    PRIVATE_USE(18, \"Co\"),\n\n    /**\n     * General category \"Cs\" in the Unicode specification.\n     */\n    SURROGATE(19, \"Cs\"),\n\n    /**\n     * General category \"Pd\" in the Unicode specification.\n     */\n    DASH_PUNCTUATION(20, \"Pd\"),\n\n    /**\n     * General category \"Ps\" in the Unicode specification.\n     */\n    START_PUNCTUATION(21, \"Ps\"),\n\n    /**\n     * General category \"Pe\" in the Unicode specification.\n     */\n    END_PUNCTUATION(22, \"Pe\"),\n\n    /**\n     * General category \"Pc\" in the Unicode specification.\n     */\n    CONNECTOR_PUNCTUATION(23, \"Pc\"),\n\n    /**\n     * General category \"Po\" in the Unicode specification.\n     */\n    OTHER_PUNCTUATION(24, \"Po\"),\n\n    /**\n     * General category \"Sm\" in the Unicode specification.\n     */\n    MATH_SYMBOL(25, \"Sm\"),\n\n    /**\n     * General category \"Sc\" in the Unicode specification.\n     */\n    CURRENCY_SYMBOL(26, \"Sc\"),\n\n    /**\n     * General category \"Sk\" in the Unicode specification.\n     */\n    MODIFIER_SYMBOL(27, \"Sk\"),\n\n    /**\n     * General category \"So\" in the Unicode specification.\n     */\n    OTHER_SYMBOL(28, \"So\"),\n\n    /**\n     * General category \"Pi\" in the Unicode specification.\n     */\n    INITIAL_QUOTE_PUNCTUATION(29, \"Pi\"),\n\n    /**\n     * General category \"Pf\" in the Unicode specification.\n     */\n    FINAL_QUOTE_PUNCTUATION(30, \"Pf\");\n\n    /**\n     * Returns `true` if [char] character belongs to this category.\n     */\n    public actual operator fun contains(char: Char): Boolean = char.getCategoryValue() == this.value\n\n    companion object {\n        internal fun valueOf(category: Int): CharCategory =\n            when (category) {\n                in 0..16 -> values()[category]\n                in 18..30 -> values()[category - 1]\n                else -> throw IllegalArgumentException(\"Category #$category is not defined.\")\n            }\n    }\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n *  The exception thrown when a character encoding or decoding error occurs.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual open class CharacterCodingException(message: String?) : Exception(message) {\n    actual constructor() : this(null)\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * A mutable sequence of characters.\n *\n * String builder can be used to efficiently perform multiple string manipulation operations.\n */\npublic actual class StringBuilder actual constructor(content: String) : Appendable, CharSequence {\n    /**\n     * Constructs an empty string builder with the specified initial [capacity].\n     *\n     * In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.\n     */\n    actual constructor(capacity: Int) : this() {\n    }\n\n    /** Constructs a string builder that contains the same characters as the specified [content] char sequence. */\n    actual constructor(content: CharSequence) : this(content.toString()) {}\n\n    /** Constructs an empty string builder. */\n    actual constructor() : this(\"\")\n\n    private var string: String = if (content !== undefined) content else \"\"\n\n    actual override val length: Int\n        get() = string.asDynamic().length\n\n    actual override fun get(index: Int): Char =\n        string.getOrElse(index) { throw IndexOutOfBoundsException(\"index: $index, length: $length}\") }\n\n    actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)\n\n    actual override fun append(value: Char): StringBuilder {\n        string += value\n        return this\n    }\n\n    actual override fun append(value: CharSequence?): StringBuilder {\n        string += value.toString()\n        return this\n    }\n\n    actual override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =\n        this.appendRange(value ?: \"null\", startIndex, endIndex)\n\n    /**\n     * Reverses the contents of this string builder and returns this instance.\n     *\n     * Surrogate pairs included in this string builder are treated as single characters.\n     * Therefore, the order of the high-low surrogates is never reversed.\n     *\n     * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.\n     * For example, reversing `\"\\uDC00\\uD800\"` produces `\"\\uD800\\uDC00\"` which is a valid surrogate pair.\n     */\n    actual fun reverse(): StringBuilder {\n        var reversed = \"\"\n        var index = string.length - 1\n        while (index >= 0) {\n            val low = string[index--]\n            if (low.isLowSurrogate() &&
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index >= 0) {\n val high = string[index--]\n if (high.isHighSurrogate()) {\n reversed = reversed + high + low\n } else {\n reversed = reversed + low + high\n }\n } else {\n reversed += low\n }\n }\n string = reversed\n return this\n }\n\n /**\n * Appends the string representation of the specified object [value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n */\n actual fun append(value: Any?): StringBuilder {\n string += value.toString()\n return this\n }\n\n /**\n * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n */\n @SinceKotlin(\"1.3\")\n actual fun append(value: Boolean): StringBuilder {\n string += value\n return this\n }\n\n /**\n * Appends characters in the specified character array [value] to this string builder and returns this instance.\n *\n * Characters are appended in order, starting at the index 0.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun append(value: CharArray): StringBuilder {\n string += value.concatToString()\n return this\n }\n\n @Deprecated(\"Provided for binary compatibility.\", level = DeprecationLevel.HIDDEN)\n fun append(value: String): StringBuilder = append(value)\n\n /**\n * Appends the specified string [value] to this string builder and returns this instance.\n *\n * If [value] is `null`, then the four characters `\"null\"` are appended.\n */\n @SinceKotlin(\"1.3\")\n actual fun append(value: String?): StringBuilder {\n this.string += value ?: \"null\"\n return this\n }\n\n /**\n * Returns the current capacity of this string builder.\n *\n * The capacity is the maximum length this string builder can have before an allocation occurs.\n *\n * In Kotlin/JS implementation of StringBuilder the value returned from this method may not indicate the actual size of the backing storage.\n */\n @SinceKotlin(\"1.3\")\n// @ExperimentalStdlibApi\n @Deprecated(\"Obtaining StringBuilder capacity is not supported in JS and common code.\", level = DeprecationLevel.ERROR)\n actual fun capacity(): Int = length\n\n /**\n * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].\n *\n * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n *\n * In Kotlin/JS implementation of StringBuilder the size of the backing storage is not extended to comply the given [minimumCapacity],\n * thus calling this method has no effect on the further performance of operations.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun ensureCapacity(minimumCapacity: Int) {\n }\n\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun indexOf(string: String): Int = this.string.asDynamic().indexOf(string)\n\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string],\n * starting at the specified [startIndex].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun indexOf(string: String, startIndex: Int): Int = this.string.asDynamic().indexOf(string, startIndex)\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string].\n * The last occurrence of empty string `\"\"` is considered to be at the index equal to `this.length`.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun lastIndexOf(string: String): Int = this.string.asDynamic().lastIndexOf(string)\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string],\n * starting from the specified [startIndex] toward the beginning.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun lastIndexOf(string: String, startIndex: Int): Int {\n if (string.isEmpty() && startIndex < 0) return -1\n return this.string.asDynamic().lastIndexOf(string, startIndex)\n }\n\n /**\n * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance.\n *\n * The

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overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n     * and then that string was inserted into this string builder at the specified [index].\n     *\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: Boolean): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n\n        string = string.substring(0, index) + value + string.substring(index)\n        return this\n    }\n\n    /**\n     * Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.\n     *\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: Char): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n\n        string = string.substring(0, index) + value + string.substring(index)\n        return this\n    }\n\n    /**\n     * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n     *\n     * The inserted characters go in same order as in the [value] character array, starting at [index].\n     *\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: CharArray): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n\n        string = string.substring(0, index) + value.concatToString() + string.substring(index)\n        return this\n    }\n\n    /**\n     * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n     *\n     * The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n     *\n     * @param index the position in this string builder to insert at.\n     * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `\"null\"` are inserted.\n     *\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: CharSequence?): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n\n        string = string.substring(0, index) + value.toString() + string.substring(index)\n        return this\n    }\n\n    /**\n     * Inserts the string representation of the specified object [value] into this string builder at the specified [index] and returns this instance.\n     *\n     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n     * and then that string was inserted into this string builder at the specified [index].\n     *\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: Any?): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n\n        string = string.substring(0, index) + value.toString() + string.substring(index)\n        return this\n    }\n\n    @Deprecated(\"Provided for binary compatibility.\", level = DeprecationLevel.HIDDEN)\n    fun insert(index: Int, value: String): StringBuilder = insert(index, value)\n\n    /**\n     * Inserts the string [value] into this string builder at the specified [index] and returns this instance.\n     *\n     * If [value] is `null`, then the four characters `\"null\"` are inserted.\n     *\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun insert(index: Int, value: String?): StringBuilder {\n        AbstractList.checkPositionIndex(index, length)\n\n        val toInsert = value ?: \"null\"\n        this.string = this.string.substring(0, index) + toInsert + this.string.substring(index)\n        return this\n    }\n\n    /**\n     * Sets the length of this string builder to the specified [newLength].\n     *\n     * If the [newLength] is less than the current length, it is changed to the specified [newLength].\n     * Otherwise, null characters '\\u0000' are appended to this string builder until its length is less than the [newLength].\n     *\n     * Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.\n     * Therefore, increasing length of this string builder and then updating each character by index may slow down your program.\n     *\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n     */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    actual fun setLength(newLength: Int) {\n        if (newLength < 0) {\n            throw IllegalArgumentException(\"Negative new length:
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$newLength.\")\n }\n\n if (newLength <= length) {\n string = string.substring(0, newLength)\n } else {\n for (i in length until newLength) {\n string += '\\u0000'\n }\n }\n }\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun substring(startIndex: Int): String {\n AbstractList.checkPositionIndex(startIndex, length)\n\n return string.substring(startIndex)\n }\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun substring(startIndex: Int, endIndex: Int): String {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n\n return string.substring(startIndex, endIndex)\n }\n\n /**\n * Attempts to reduce storage used for this string builder.\n *\n * If the backing storage of this string builder is larger than necessary to hold its current contents,\n * then it may be resized to become more space efficient.\n * Calling this method may, but is not required to, affect the value of the [capacity] property.\n *\n * In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal to the length of the string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun trimToSize() {\n }\n\n override fun toString(): String = string\n\n /**\n * Clears the content of this string builder making it empty and returns this instance.\n *\n * @sample samples.text.Strings.clearStringBuilder\n */\n @SinceKotlin(\"1.3\")\n public fun clear(): StringBuilder {\n string = \"\"\n return this\n }\n\n /**\n * Sets the character at the specified [index] to the specified [value].\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n public operator fun set(index: Int, value: Char) {\n AbstractList.checkElementIndex(index, length)\n\n string = string.substring(0, index) + value + string.substring(index + 1)\n }\n\n /**\n * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to replace.\n * @param endIndex the end (exclusive) of the range to replace.\n * @param value the string to replace with.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {\n checkReplaceRange(startIndex, endIndex, length)\n\n this.string = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)\n return this\n }\n\n private fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {\n if (startIndex < 0 || startIndex > length) {\n throw IndexOutOfBoundsException(\"startIndex: $startIndex, length: $length\")\n }\n if (startIndex > endIndex) {\n throw IllegalArgumentException(\"startIndex($startIndex) > endIndex($endIndex)\")\n }\n }\n\n /**\n * Removes the character at the specified [index] from this string builder and returns this instance.\n *\n * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.\n *\n * @param index the index of `Char` to remove.\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun deleteAt(index: Int): StringBuilder {\n AbstractList.checkElementIndex(index, length)\n\n string = string.substring(0, index) + string.substring(index + 1)\n return this\n }\n\n /**\n * Removes characters in the specified range from this string builder and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to remove.\n * @param endIndex the end (exclusive) of the range to remove.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {\n checkReplaceRange(startIndex, endIndex,

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length)\n\n        string = string.substring(0, startIndex) + string.substring(endIndex)\n        return this\n    }\n\n
/**\n     * Copies characters from this string builder into the [destination] character array.\n     *\n     * @param
destination the array to copy to.\n     * @param destinationOffset the position in the array to copy to, 0 by default.\n
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n     * @param endIndex the end
(exclusive) of the range to copy, length of this string builder by default.\n     *\n     * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this
string builder indices or when `startIndex > endIndex`.\n     * @throws IndexOutOfBoundsException when the
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n     *  or when that index
is out of the [destination] array indices range.\n     */\n    @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n    public fun toCharArray(destination: CharArray,
destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n
AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)\n\n
    var dstIndex = destinationOffset\n        for (index in startIndex until endIndex) {\n            destination[dstIndex++]
= string[index]\n        }\n    }\n\n    /**\n     * Appends characters in a subarray of the specified character array
[value] to this string builder and returns this instance.\n     *\n     * Characters are appended in order, starting at
specified [startIndex].\n     *\n     * @param value the array from which characters are appended.\n     * @param
startIndex the beginning (inclusive) of the subarray to append.\n     * @param endIndex the end (exclusive) of the
subarray to append.\n     *\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when
[startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n     */\n
@SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public fun appendRange(value:
CharArray, startIndex: Int, endIndex: Int): StringBuilder {\n        string += value.concatToString(startIndex,
endIndex)\n        return this\n    }\n\n    /**\n     * Appends a subsequence of the specified character sequence [value]
to this string builder and returns this instance.\n     *\n     * @param value the character sequence from which a
subsequence is appended.\n     * @param startIndex the beginning (inclusive) of the subsequence to append.\n     *
@param endIndex the end (exclusive) of the subsequence to append.\n     *\n     * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the
[value] character sequence indices or when `startIndex > endIndex`.\n     */\n    @SinceKotlin(\"1.4\")\n
@WasExperimental(ExperimentalStdlibApi::class)\n    public fun appendRange(value: CharSequence, startIndex:
Int, endIndex: Int): StringBuilder {\n        val stringCsq = value.toString()\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n\n        string +=
stringCsq.substring(startIndex, endIndex)\n        return this\n    }\n\n    /**\n     * Inserts characters in a subarray of
the specified character array [value] into this string builder at the specified [index] and returns this instance.\n     *\n
 * The inserted characters go in same order as in the [value] array, starting at [index].\n     *\n     * @param index
the position in this string builder to insert at.\n     * @param value the array from which characters are inserted.\n
* @param startIndex the beginning (inclusive) of the subarray to insert.\n     * @param endIndex the end (exclusive)
of the subarray to insert.\n     *\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when
[startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n     *
@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
 */\n    @SinceKotlin(\"1.4\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public fun
insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {\n
AbstractList.checkPositionIndex(index, this.length)\n\n        string = string.substring(0, index) +
value.concatToString(startIndex, endIndex) + string.substring(index)\n        return this\n    }\n\n    /**\n     * Inserts
characters in a subsequence of the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.\n     *\n     * The inserted characters go in the same order as in the [value] character
sequence, starting at [index].\n     *\n     * @param index the position in this string builder to insert at.\n     *
@param value the character sequence from which a subsequence is inserted.\n     * @param startIndex the beginning
(inclusive) of the subsequence to insert.\n     * @param endIndex the end (exclusive) of the subsequence to insert.\n
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*\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder {\n AbstractList.checkPositionIndex(index, length)\n\n val stringCsq = value.toString()\n AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n\n string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)\n return this\n}\n\n\n/**\n * Clears the content of this string builder making it empty and returns this instance.\n *\n * @sample samples.text.Strings.clearStringBuilder\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.clear(): StringBuilder = this.clear()\n\n/**\n * Sets the character at the specified [index] to the specified [value].\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)\n\n/**\n * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to replace.\n * @param endIndex the end (exclusive) of the range to replace.\n * @param value the string to replace with.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =\n this.setRange(startIndex, endIndex, value)\n\n/**\n * Removes the character at the specified [index] from this string builder and returns this instance.\n *\n * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.\n *\n * @param index the index of `Char` to remove.\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)\n\n/**\n * Removes characters in the specified range from this string builder and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to remove.\n * @param endIndex the end (exclusive) of the range to remove.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)\n\n/**\n * Copies characters from this string builder into the [destination] character array.\n *\n * @param destination the array to copy to.\n * @param destinationOffset the position in the array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\",

\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =\n   this.toCharArray(destination, destinationOffset, startIndex, endIndex)\n\n/**\n * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.\n *\n * Characters are appended in order, starting at specified [startIndex].\n *\n * @param value the array from which characters are appended.\n * @param startIndex the beginning (inclusive) of the subarray to append.\n * @param endIndex the end (exclusive) of the subarray to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n this.appendRange(value, startIndex, endIndex)\n\n/**\n * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.\n *\n * @param value the character sequence from which a subsequence is appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n this.appendRange(value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in same order as in the [value] array, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the array from which characters are inserted.\n * @param startIndex the beginning (inclusive) of the subarray to insert.\n * @param endIndex the end (exclusive) of the subarray to insert.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n this.insertRange(index, value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the character sequence from which a subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the subsequence to insert.\n * @param endIndex the end (exclusive) of the subsequence to insert.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\", \"NOTHING_TO_INLINE\")\npublic actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n this.insertRange(index, value, startIndex, endIndex)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n\n/**\n * Returns `true` if the content of this string is equal to the word \"true\", ignoring case, and `false` otherwise.\n */\n@Deprecated(\"Use Kotlin compiler

1.4 to avoid deprecation warning.\")\n@DeprecatedSinceKotlin(hiddenSince = \"1.4\")\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toBoolean(): Boolean = this.toBoolean()\n\n/**\n * Returns `true` if this string is not `null` and its content is equal to the word \"true\", ignoring case, and `false` otherwise.\n *\n * There are also strict versions of the function available on non-nullable String, [toBooleanStrict] and [toBooleanStrictOrNull].\n */\n@SinceKotlin(\"1.4\")\npublic actual fun String?.toBoolean(): Boolean = this != null && this.lowercase() == \"true\"\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatError(this)\n\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Long] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\npublic actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Double] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\npublic actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {\n   if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())\n   numberFormatError(this)\n}\n\n/**\n * Parses the string as a [Float] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloat(): Float = toDouble().unsafeCast<Float>()\n\n/**\n * Parses the string as a [Double] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\npublic actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {\n   !(it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())\n}\n\n/**\n * Parses the string as a [Float] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()\n\n/**\n * Returns a string representation of this [Byte] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Short] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\n@kotlin.internal.InlineOnly\npublic actual inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Int] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix

for number to string conversion.\n */\n@SinceKotlin(\"1.2\")\npublic actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))\n\nprivate fun String.isNaN(): Boolean = when (this.lowercase()) {\n \"nan\", \"+nan\", \"-nan\" -> true\n else -> false\n}\n\n/**\n * Checks whether the given [radix] is valid radix for string to number and number to string conversion.\n */\n@PublishedApi\ninternal actual fun checkRadix(radix: Int): Int {\n if (radix !in 2..36) {\n throw IllegalArgumentException(\"radix $radix was not in valid range 2..36\")\n }\n return radix\n}\n\ninternal actual fun digitOf(char: Char, radix: Int): Int = when {\n char >= '0' && char <= '9' -> char - '0'\n char >= 'A' && char <= 'Z' -> char - 'A' + 10\n char >= 'a' && char <= 'z' -> char - 'a' + 10\n char < '\\u0080' -> -1\n char >= '\\uFF21' && char <= '\\uFF3A' -> char - '\\uFF21' + 10 // full-width latin capital letter\n char >= '\\uFF41' && char <= '\\uFF5A' -> char - '\\uFF41' + 10 // full-width latin small letter\n else -> char.digitToIntImpl()\n}.let { if (it >= radix) -1 else it }\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n/**\n * Provides enumeration values to use to set regular expression options.\n */\npublic actual enum class RegexOption(val value: String) {\n /** Enables case-insensitive matching. */\n IGNORE_CASE(\"i\"),\n /** Enables multiline mode.\n *\n * In multiline mode the expressions `^` and `$` match just after or just before,\n * respectively, a line terminator or the end of the input sequence. */\n MULTILINE(\"m\")\n}\n\nprivate fun Iterable<RegexOption>.toFlags(prepend: String): String = joinToString(\"\", prefix = prepend) { it.value }\n\n\n/**\n * Represents the results from a single capturing group within a [MatchResult] of [Regex].\n *\n * @param value The value of captured group.\n */\npublic actual data class MatchGroup(actual val value: String)\n\n\n/**\n * Represents a compiled regular expression.\n * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.\n *\n * For pattern syntax reference see [MDN RegExp](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)\n * and [http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp).\n *\n * Note that `RegExp` objects under the hood are constructed with [the \"u\" flag](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp/unicode)\n * that enables Unicode-related features in regular expressions. This also makes the pattern syntax more strict,\n * for example, prohibiting unnecessary escape sequences.\n *\n * @constructor Creates a regular expression from the specified [pattern] string and the specified set of [options].\n */\npublic actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {\n\n /** Creates a regular expression from the specified [pattern] string and the specified single [option]. */\n public actual constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))\n\n /** Creates a regular expression from the specified [pattern] string and the default options. */\n public actual constructor(pattern: String) : this(pattern, emptySet())\n\n\n /** The pattern string of this regular expression. */\n public actual val pattern: String = pattern\n /** The set of options that were used to create this regular expression. */\n public actual val options: Set<RegexOption> = options.toSet()\n private val nativePattern: RegExp = RegExp(pattern, options.toFlags(\"gu\"))\n private var nativeStickyPattern: RegExp? = null\n private fun initStickyPattern(): RegExp =\n nativeStickyPattern ?: RegExp(pattern, options.toFlags(\"yu\")).also { nativeStickyPattern = it }\n\n private var nativeMatchesEntirePattern: RegExp? = null\n private fun initMatchesEntirePattern(): RegExp =\n nativeMatchesEntirePattern ?: run {\n if (pattern.startsWith('^') && pattern.endsWith('$'))\n nativePattern\n else\n return RegExp(\"^${pattern.trimStart('^').trimEnd('$')}$\", options.toFlags(\"gu\"))\n }.also { nativeMatchesEntirePattern = it }\n\n\n /** Indicates whether the regular expression matches the entire [input]. */\n public actual infix fun matches(input: CharSequence): Boolean {\n nativePattern.reset()\n val match = nativePattern.exec(input.toString())\n return match != null && match.index == 0 && nativePattern.lastIndex == input.length\n }\n\n /** Indicates whether the regular expression can find at least one match in the specified [input]. */\n public actual fun containsMatchIn(input: CharSequence): Boolean {\n nativePattern.reset()\n return nativePattern.test(input.toString())\n }\n\n

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@SinceKotlin(\"1.5\")\n    @ExperimentalStdlibApi\n    public actual fun matchesAt(input: CharSequence, index: Int): Boolean {\n        if (index < 0 || index > input.length) {\n            throw IndexOutOfBoundsException(\"index out of bounds: $index, input length: ${input.length}\")\n        }\n        val pattern = initStickyPattern()\n        pattern.lastIndex = index\n        return pattern.test(input.toString())\n    }\n\n    /**\n     * Returns the first match of a regular expression in the [input], beginning at the specified [startIndex].\n     *\n     * @param startIndex An index to start search with, by default 0. Must be not less than zero and not greater than `input.length()`\n     * @return An instance of [MatchResult] if match was found or `null` otherwise.\n     * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.\n     * @sample samples.text.Regexps.find\n     */\n    @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    public actual fun find(input: CharSequence, startIndex: Int = 0): MatchResult? {\n        if (startIndex < 0 || startIndex > input.length) {\n            throw IndexOutOfBoundsException(\"Start index out of bounds: $startIndex, input length: ${input.length}\")\n        }\n        return nativePattern.findNext(input.toString(), startIndex, nativePattern)\n    }\n\n    /**\n     * Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex].\n     *\n     * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of the [input] char sequence.\n     *\n     * @sample samples.text.Regexps.findAll\n     */\n    @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    public actual fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> {\n        if (startIndex < 0 || startIndex > input.length) {\n            throw IndexOutOfBoundsException(\"Start index out of bounds: $startIndex, input length: ${input.length}\")\n        }\n        return generateSequence({ find(input, startIndex) }, { match -> match.next() })\n    }\n\n    /**\n     * Attempts to match the entire [input] CharSequence against the pattern.\n     *\n     * @return An instance of [MatchResult] if the entire input matches or `null` otherwise.\n     */\n    public actual fun matchEntire(input: CharSequence): MatchResult? =\n        initMatchesEntirePattern().findNext(input.toString(), 0, nativePattern)\n\n    @SinceKotlin(\"1.5\")\n    @ExperimentalStdlibApi\n    public actual fun matchAt(input: CharSequence, index: Int): MatchResult? {\n        if (index < 0 || index > input.length) {\n            throw IndexOutOfBoundsException(\"index out of bounds: $index, input length: ${input.length}\")\n        }\n        return initStickyPattern().findNext(input.toString(), index, nativePattern)\n    }\n\n\n    /**\n     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.\n     *\n     * The replacement string may contain references to the captured groups during a match. Occurrences of `$index`\n     * in the replacement string will be substituted with the subsequences corresponding to the captured groups with the specified index.\n     * The first digit after '$' is always treated as part of group reference. Subsequent digits are incorporated\n     * into `index` only if they would form a valid group reference. Only the digits '0'..'9' are considered as potential components\n     * of the group reference. Note that indexes of captured groups start from 1, and the group with index 0 is the whole match.\n     *\n     * Backslash character '\\' can be used to include the succeeding character as a literal in the replacement string, e.g, `\\$` or `\\\\`.\n     * [Regex.escapeReplacement] can be used if [replacement] have to be treated as a literal string.\n     *\n     * Note that referring named capturing groups by name is currently not supported in Kotlin/JS.\n     * However, you can still refer them by index.\n     *\n     * @param input the char sequence to find matches of this regular expression in\n     * @param replacement the expression to replace found matches with\n     * @return the result of replacing each occurrence of this regular expression in [input] with the result of evaluating the [replacement] expression\n     * @throws RuntimeException if [replacement] expression is malformed, or capturing group with specified `name` or `index` does not exist\n     */\n    public actual fun replace(input: CharSequence, replacement: String): String {\n        if (!replacement.contains('\\\\') && !replacement.contains('$')) {\n            return input.toString().nativeReplace(nativePattern, replacement)\n        }\n        return replace(input) { substituteGroupRefs(it, replacement) }\n    }\n\n    /**\n     * Replaces all occurrences of this regular expression in the specified [input] string with the result of\n     * the given function [transform] that takes [MatchResult] and returns a string to be used as a\n     * replacement for that match.\n     */\n    public actual fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {\n        var match = find(input)\n        if (match == null) return input.toString()\n\n        var lastStart = 0\n        val length = input.length\n        val sb =
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StringBuilder(length)\n        do {\n            val foundMatch = match!!\n            sb.append(input, lastStart, foundMatch.range.start)\n            sb.append(transform(foundMatch))\n            lastStart = foundMatch.range.endInclusive + 1\n            match = foundMatch.next()\n        } while (lastStart < length && match != null)\n\n        if (lastStart < length) {\n            sb.append(input, lastStart, length)\n        }\n\n        return sb.toString()\n    }\n\n    /**\n     * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.\n     *\n     * The replacement string may contain references to the captured groups during a match. Occurrences of `$index`\n     * in the replacement string will be substituted with the subsequences corresponding to the captured groups with the specified index.\n     * The first digit after '$' is always treated as part of group reference. Subsequent digits are incorporated\n     * into `index` only if they would form a valid group reference. Only the digits '0'..'9' are considered as potential components\n     * of the group reference. Note that indexes of captured groups start from 1, and the group with index 0 is the whole match.\n     *\n     * Backslash character '\\' can be used to include the succeeding character as a literal in the replacement string, e.g, `\\$` or `\\\\`.\n     * [Regex.escapeReplacement] can be used if [replacement] have to be treated as a literal string.\n     *\n     * Note that referring named capturing groups by name is not supported currently in Kotlin/JS.\n     * However, you can still refer them by index.\n     *\n     * @param input the char sequence to find a match of this regular expression in\n     * @param replacement the expression to replace the found match with\n     * @return the result of replacing the first occurrence of this regular expression in [input] with the result of evaluating the [replacement] expression\n     * @throws RuntimeException if [replacement] expression is malformed, or capturing group with specified `name` or `index` does not exist\n     */\n    public actual fun replaceFirst(input: CharSequence, replacement: String): String {\n        if (!replacement.contains('\\\\') && !replacement.contains('$')) {\n            val nonGlobalOptions = options.toFlags(\"u\")\n            return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)\n        }\n\n        val match = find(input) ?: return input.toString()\n\n        return buildString {\n            append(input.substring(0, match.range.first))\n            append(substituteGroupRefs(match, replacement))\n            append(input.substring(match.range.last + 1, input.length))\n        }\n    }\n\n    /**\n     * Splits the [input] CharSequence to a list of strings around matches of this regular expression.\n     *\n     * @param limit Non-negative value specifying the maximum number of substrings the string can be split to.\n     * Zero by default means no limit is set.\n     */\n    @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {\n        requireNonNegativeLimit(limit)\n        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }\n        val result = mutableListOf<String>()\n        var lastStart = 0\n\n        for (match in matches) {\n            result.add(input.subSequence(lastStart, match.range.start).toString())\n            lastStart = match.range.endInclusive + 1\n        }\n        result.add(input.subSequence(lastStart, input.length).toString())\n        return result\n    }\n\n    /**\n     * Splits the [input] CharSequence to a sequence of strings around matches of this regular expression.\n     *\n     * @param limit Non-negative value specifying the maximum number of substrings the string can be split to.\n     * Zero by default means no limit is set.\n     * @sample samples.text.Regexps.splitToSequence\n     */\n    @SinceKotlin(\"1.6\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    @Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    public actual fun splitToSequence(input: CharSequence, limit: Int = 0): Sequence<String> {\n        requireNonNegativeLimit(limit)\n\n        return sequence {\n            var match = find(input)\n            if (match == null || limit == 1) {\n                yield(input.toString())\n                return@sequence\n            }\n\n            var nextStart = 0\n            var splitCount = 0\n\n            do {\n                val foundMatch = match!!\n                yield(input.substring(nextStart, foundMatch.range.first))\n                nextStart = foundMatch.range.endInclusive + 1\n                match = foundMatch.next()\n            } while (++splitCount != limit - 1 && match != null)\n\n            yield(input.substring(nextStart, input.length))\n        }\n    }\n\n\n    /**\n     * Returns the string representation of this regular expression, namely the [pattern] of this regular expression.\n     *\n     * Note that another regular expression constructed from the same pattern string may have different [options]\n     * and may match strings differently.\n     */\n    public override fun toString(): String = nativePattern.toString()\n\n    actual companion object {\n        /**\n         * Returns a regular expression that matches the specified [literal] string literally.\n         * No
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characters of that string will have special meaning when searching for an occurrence of the regular expression.\n
*/\n        public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))\n\n        /**\n
* Returns a regular expression pattern string that matches the specified [literal] string literally.\n
* No characters of that string will have special meaning when searching for an occurrence of the regular expression.\n
*/\n        public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, \"\\\\$&\")\n\n
/**\n        * Returns a literal replacement expression for the specified [literal] string.\n
* No characters of that string will have special meaning when it is used as a replacement string in [Regex.replace] function.\n
*/\n        public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, \"\\\\$&\")\n\n
private val patternEscape = RegExp(\"\"\"[\\\\^$*+?.()|[\\]{}]\"\"\", \"g\")\n        private val replacementEscape =
RegExp(\"\"\"[\\\\$]\"\"\", \"g\")\n\n        internal fun nativeEscapeReplacement(literal: String): String =
literal.nativeReplace(nativeReplacementEscape, \"$$$$\")\n        private val nativeReplacementEscape =
RegExp(\"\"\"\\$\"\"\", \"g\")\n    }\n}\n\n\n\nprivate fun RegExp.findNext(input: String, from: Int, nextPattern:
RegExp): MatchResult? {\n    this.lastIndex = from\n    val match = exec(input)\n    if (match == null) return null\n
val range = match.index..lastIndex - 1\n\n    return object : MatchResult {\n        override val range: IntRange =
range\n        override val value: String\n            get() = match[0]!!\n\n        override val groups:
MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {\n            override
val size: Int get() = match.length\n            override fun iterator(): Iterator<MatchGroup?> =
indices.asSequence().map { this[it] }.iterator()\n            override fun get(index: Int): MatchGroup? =
match[index]?.let { MatchGroup(it) }\n        }\n\n\n        private var groupValues_: List<String>? = null\n\n
override val groupValues: List<String>\n            get() {\n                if (groupValues_ == null) {\n
groupValues_ = object : AbstractList<String>() {\n                    override val size: Int get() = match.length\n
override fun get(index: Int): String = match[index] ?: \"\"\n                    }\n                }\n                return
groupValues_!!\n            }\n\n        override fun next(): MatchResult? =\n            nextPattern.findNext(input, if
(range.isEmpty()) range.start + 1 else range.endInclusive + 1, nextPattern)\n    }\n}\n\n// The same code from K/N
Regex.kt\nprivate fun substituteGroupRefs(match: MatchResult, replacement: String): String {\n    var index = 0\n
val result = StringBuilder(replacement.length)\n\n    while (index < replacement.length) {\n        val char =
replacement[index++]\n        if (char == '\\') {\n            if (index == replacement.length)\n                throw
IllegalArgumentException(\"The Char to be escaped is missing\")\n\n            result.append(replacement[index++])\n
} else if (char == '$') {\n            if (index == replacement.length)\n                throw
IllegalArgumentException(\"Capturing group index is missing\")\n\n            if (replacement[index] == '{')\n
throw IllegalArgumentException(\"Named capturing group reference currently is not supported\")\n\n            if
(replacement[index] !in '0'..'9')\n                throw IllegalArgumentException(\"Invalid capturing group
reference\")\n\n            val endIndex = replacement.readGroupIndex(index, match.groupValues.size)\n            val
groupIndex = replacement.substring(index, endIndex).toInt()\n\n            if (groupIndex >=
match.groupValues.size)\n                throw IndexOutOfBoundsException(\"Group with index $groupIndex does not
exist\")\n\n            result.append(match.groupValues[groupIndex])\n            index = endIndex\n        } else {\n
result.append(char)\n        }\n    }\n    return result.toString()\n}\n\nprivate fun String.readGroupIndex(startIndex:
Int, groupCount: Int): Int {\n    // at least one digit after '$' is always captured\n    var index = startIndex + 1\n    var
groupIndex = this[startIndex] - '0'\n\n    // capture the largest valid group index\n    while (index < length &&
this[index] in '0'..'9') {\n        val newGroupIndex = (groupIndex * 10) + (this[index] - '0')\n        if (newGroupIndex
in 0 until groupCount) {\n            groupIndex = newGroupIndex\n            index++\n        } else {\n            break\n
}\n    }\n    return index\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n@file:Suppress(\"EXTENSI
ON_SHADOWED_BY_MEMBER\")\n\npackage kotlin.text\n\nimport kotlin.contracts.*\n\n/**\n * A mutable
sequence of characters.\n *\n * String builder can be used to efficiently perform multiple string manipulation
operations.\n */\nexpect class StringBuilder : Appendable, CharSequence {\n    /** Constructs an empty string
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builder. */\n constructor()\n\n /** Constructs an empty string builder with the specified initial [capacity]. */\n constructor(capacity: Int)\n\n /** Constructs a string builder that contains the same characters as the specified [content] char sequence. */\n constructor(content: CharSequence)\n\n /** Constructs a string builder that contains the same characters as the specified [content] string. */\n @SinceKotlin(\"1.3\")\n// @ExperimentalStdlibApi\n constructor(content: String)\n\n override val length: Int\n\n override operator fun get(index: Int): Char\n\n override fun subSequence(startIndex: Int, endIndex: Int): CharSequence\n\n override fun append(value: Char): StringBuilder\n override fun append(value: CharSequence?): StringBuilder\n override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder\n\n /**\n * Reverses the contents of this string builder and returns this instance.\n *\n * Surrogate pairs included in this string builder are treated as single characters.\n * Therefore, the order of the high-low surrogates is never reversed.\n *\n * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.\n * For example, reversing `\"\\uDC00\\uD800\"` produces `\"\\uD800\\uDC00\"` which is a valid surrogate pair.\n */\n fun reverse(): StringBuilder\n\n /**\n * Appends the string representation of the specified object [value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n */\n fun append(value: Any?): StringBuilder\n\n /**\n * Appends the string representation of the specified boolean [value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n */\n @SinceKotlin(\"1.3\")\n fun append(value: Boolean): StringBuilder\n\n /**\n * Appends characters in the specified character array [value] to this string builder and returns this instance.\n *\n * Characters are appended in order, starting at the index 0.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun append(value: CharArray): StringBuilder\n\n /**\n * Appends the specified string [value] to this string builder and returns this instance.\n *\n * If [value] is `null`, then the four characters `\"null\"` are appended.\n */\n @SinceKotlin(\"1.3\")\n fun append(value: String?): StringBuilder\n\n /**\n * Returns the current capacity of this string builder.\n *\n * The capacity is the maximum length this string builder can have before an allocation occurs.\n */\n @SinceKotlin(\"1.3\")\n// @ExperimentalStdlibApi\n @Deprecated(\"Obtaining StringBuilder capacity is not supported in JS and common code.\", level = DeprecationLevel.ERROR)\n fun capacity(): Int\n\n /**\n * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].\n *\n * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun ensureCapacity(minimumCapacity: Int)\n\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun indexOf(string: String): Int\n\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string],\n * starting at the specified [startIndex].\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun indexOf(string: String, startIndex: Int): Int\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string].\n * The last occurrence of empty string `\"\"` is considered to be at the index equal to `this.length`.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun lastIndexOf(string: String): Int\n\n /**\n * Returns the index within this string builder of the last occurrence of the specified [string],\n * starting from the specified [startIndex] toward the beginning.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun lastIndexOf(string: String, startIndex: Int): Int\n\n /**\n * Inserts the string representation of the specified boolean [value] into this string builder at the specified [index] and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string

by the `value.toString()` method,\n * and then that string was inserted into this string builder at the specified [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: Boolean): StringBuilder\n\n /**\n * Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: Char): StringBuilder\n\n /**\n * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in same order as in the [value] character array, starting at [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: CharArray): StringBuilder\n\n /**\n * Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `\"null\"` are inserted.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: CharSequence?): StringBuilder\n\n /**\n * Inserts the string representation of the specified object [value] into this string builder at the specified [index] and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n * and then that string was inserted into this string builder at the specified [index].\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: Any?): StringBuilder\n\n /**\n * Inserts the string [value] into this string builder at the specified [index] and returns this instance.\n *\n * If [value] is `null`, then the four characters `\"null\"` are inserted.\n *\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun insert(index: Int, value: String?): StringBuilder\n\n /**\n * Sets the length of this string builder to the specified [newLength].\n *\n * If the [newLength] is less than the current length, it is changed to the specified [newLength].\n * Otherwise, null characters '\\u0000' are appended to this string builder until its length is less than the [newLength].\n *\n * Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.\n * Therefore, increasing length of this string builder and then updating each character by index may slow down your program.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun setLength(newLength: Int)\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun substring(startIndex: Int): String\n\n /**\n * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun substring(startIndex: Int, endIndex: Int): String\n\n /**\n * Attempts to reduce storage used for this string builder.\n *\n * If the backing storage of this string builder is larger than necessary to hold its current contents,\n * then it may be resized to become more space efficient.\n * Calling this method may, but is not required to, affect the value of the [capacity] property.\n */\n @SinceKotlin(\"1.4\")\n @WasExperimental(ExperimentalStdlibApi::class)\n fun trimToSize()\n}\n\n\n/**\n * Clears the content of this string builder making it empty and returns this instance.\n

*\n * @sample samples.text.Strings.clearStringBuilder\n */\n@SinceKotlin(\"1.3\")\npublic expect fun StringBuilder.clear(): StringBuilder\n\n/**\n * Sets the character at the specified [index] to the specified [value].\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect operator fun StringBuilder.set(index: Int, value: Char)\n\n/**\n * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to replace.\n * @param endIndex the end (exclusive) of the range to replace.\n * @param value the string to replace with.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder\n\n/**\n * Removes the character at the specified [index] from this string builder and returns this instance.\n *\n * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.\n *\n * @param index the index of `Char` to remove.\n *\n * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.deleteAt(index: Int): StringBuilder\n\n/**\n * Removes characters in the specified range from this string builder and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to remove.\n * @param endIndex the end (exclusive) of the range to remove.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Copies characters from this string builder into the [destination] character array.\n *\n * @param destination the array to copy to.\n * @param destinationOffset the position in the array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)\n\n/**\n * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.\n *\n * Characters are appended in order, starting at specified [startIndex].\n *\n * @param value the array from which characters are appended.\n * @param startIndex the beginning (inclusive) of the subarray to append.\n * @param endIndex the end (exclusive) of the subarray to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.\n *\n * @param value the character sequence from which a subsequence is appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and

returns this instance.\n *\n * The inserted characters go in same order as in the [value] array, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the array from which characters are inserted.\n * @param startIndex the beginning (inclusive) of the subarray to insert.\n * @param endIndex the end (exclusive) of the subarray to insert.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the character sequence from which a subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the subsequence to insert.\n * @param endIndex the end (exclusive) of the subsequence to insert.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder\n\n@Suppress(\"EXTENSION_SHADOWED_BY_MEMBER\")\n@Deprecated(\"Use append(value: Any?) instead\", ReplaceWith(\"append(value = obj)\"), DeprecationLevel.WARNING)\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)\n\n/**\n * Builds new string by populating newly created [StringBuilder] using provided [builderAction]\n * and then converting it to [String].\n */\n@kotlin.internal.InlineOnly\npublic inline fun buildString(builderAction: StringBuilder.() -> Unit): String {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return StringBuilder().apply(builderAction).toString()\n}\n\n/**\n * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]\n * using provided [builderAction] and then converting it to [String].\n */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String {\n   contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n   return StringBuilder(capacity).apply(builderAction).toString()\n}\n\n/**\n * Appends all arguments to the given StringBuilder.\n */\npublic fun StringBuilder.append(vararg value: String?): StringBuilder {\n   for (item in value)\n   append(item)\n   return this\n}\n\n/**\n * Appends all arguments to the given StringBuilder.\n */\npublic fun StringBuilder.append(vararg value: Any?): StringBuilder {\n   for (item in value)\n   append(item)\n   return this\n}\n\n/** Appends a line feed character (`\\n`) to this StringBuilder.\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(): StringBuilder = append('\\n')\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character (`\\n`). */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: CharSequence?): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character (`\\n`). */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: String?): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character (`\\n`).\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: Any?): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character (`\\n`). */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: CharArray): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character (`\\n`).\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: Char):

StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character (`\\n`). */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value: Boolean): StringBuilder = append(value).appendLine()\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\nimport kotlin.js.RegExp\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)\n\n/**\n * Returns `true` if this string starts with the specified prefix.\n */\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase)\n   return nativeStartsWith(prefix, 0)\n   else\n   return regionMatches(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts with the specified prefix.\n */\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase)\n   return nativeStartsWith(prefix, startIndex)\n   else\n   return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this string ends with the specified suffix.\n */\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {\n   if (!ignoreCase)\n   return nativeEndsWith(suffix)\n   else\n   return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n@Deprecated(\"Use Regex.matches() instead\", ReplaceWith(\"regex.toRegex().matches(this)\"))\n@DeprecatedSinceKotlin(warningSince = \"1.6\")\npublic fun String.matches(regex: String): Boolean {\n   @Suppress(\"DEPRECATION\")\n   val result = this.match(regex)\n   return result != null && result.size != 0\n}\n\n/**\n * Returns `true` if this string is empty or consists solely of whitespace characters.\n *\n * @sample samples.text.Strings.stringIsBlank\n */\npublic actual fun CharSequence.isBlank(): Boolean = length == 0 || indices.all { this[it].isWhitespace() }\n\n/**\n * Returns `true` if this string is equal to [other], optionally ignoring character case.\n *\n * Two strings are considered to be equal if they have the same length and the same character at the same index.\n * If [ignoreCase] is true, the result of `Char.uppercaseChar().lowercaseChar()` on each character is compared.\n *\n * @param ignoreCase `true` to ignore character case when comparing strings. By default `false`.\n */\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean {\n   if (this == null) return other == null\n   if (other == null) return false\n   if (!ignoreCase) return this == other\n\n   if (this.length != other.length) return false\n\n   for (index in 0 until this.length) {\n   val thisChar = this[index]\n   val otherChar = other[index]\n   if (!thisChar.equals(otherChar, ignoreCase)) {\n   return false\n   }\n   }\n\n   return true\n}\n\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =\n   regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)\n\n\n/**\n * Returns a copy of this string having its first letter titlecased using the rules of the default locale,\n * or the original string if it's empty or already starts with a title case letter.\n *\n * The title case of a character is usually the same as its upper case with several exceptions.\n * The particular list of characters with the special title case form depends on the underlying platform.\n *\n * @sample samples.text.Strings.capitalize\n */\n@Deprecated(\"Use replaceFirstChar instead.\", ReplaceWith(\"replaceFirstChar { if (it.isLowerCase()) it.titlecase() else it.toString() }\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic actual fun String.capitalize(): String {\n   return if (isNotEmpty()) substring(0, 1).uppercase() + substring(1) else this\n}\n\n/**\n * Returns a copy of this string having its first letter lowercased using the rules of the default locale,\n * or the original string if it's empty or already starts with a lower case letter.\n *\n * @sample samples.text.Strings.decapitalize\n */\n@Deprecated(\"Use replaceFirstChar instead.\", ReplaceWith(\"replaceFirstChar { it.lowercase()

}\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\")\npublic actual fun String.decapitalize(): String {\n return if (isNotEmpty()) substring(0, 1).lowercase() + substring(1) else this\n}\n\n/**\n * Returns a string containing this char sequence repeated [n] times.\n * @throws [IllegalArgumentException] when n < 0.\n * @sample samples.text.Strings.repeat\n */\npublic actual fun CharSequence.repeat(n: Int): String {\n require(n >= 0) { \"Count 'n' must be non-negative, but was $n.\" }\n return when (n) {\n 0 -> \"\"\n 1 -> this.toString()\n else -> {\n var result = \"\"\n if (!isEmpty()) {\n var s = this.toString()\n var count = n\n while (true) {\n if ((count and 1) == 1) {\n result += s\n }\n count = count ushr 1\n if (count == 0) {\n break\n }\n s += s\n }\n }\n return result\n }\n }\n}\n\n/**\n * Returns a new string obtained by replacing all occurrences of the [oldValue] substring in this string\n * with the specified [newValue] string.\n *\n * @sample samples.text.Strings.replace\n */\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) \"gui\" else \"gu\"), Regex.nativeEscapeReplacement(newValue))\n\n/**\n * Returns a new string with all occurrences of [oldChar] replaced with [newChar].\n *\n * @sample samples.text.Strings.replace\n */\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) \"gui\" else \"gu\"), newChar.toString())\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) \"ui\" else \"u\"), Regex.nativeEscapeReplacement(newValue))\n\n@Suppress(\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\npublic actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) \"ui\" else \"u\"), newChar.toString())\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/** Returns the negative [size] if [throwOnMalformed] is false, throws [CharacterCodingException] otherwise. */\nprivate fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {\n if (throwOnMalformed) throw CharacterCodingException(\"Malformed sequence starting at ${index - 1}\")\n return -size\n}\n\n/**\n * Returns code point corresponding to UTF-16 surrogate pair,\n * where the first of the pair is the [high] and the second is in the [string] at the [index].\n * Returns zero if the pair is malformed and [throwOnMalformed] is false.\n *\n * @throws CharacterCodingException if the pair is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n if (high !in 0xD800..0xDBFF || index >= endIndex) {\n return malformed(0, index, throwOnMalformed)\n }\n val low = string[index].code\n if (low !in 0xDC00..0xDFFF) {\n return malformed(0, index, throwOnMalformed)\n }\n return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)\n}\n\n/**\n * Returns code point corresponding to UTF-8 sequence of two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n *\n * @throws CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n if (byte1 and 0x1E == 0 || index >= endIndex) {\n return malformed(0, index, throwOnMalformed)\n }\n val byte2 = bytes[index].toInt()\n if (byte2 and 0xC0 != 0x80) {\n return malformed(0, index, throwOnMalformed)\n }\n return (byte1 shl 6) xor byte2 xor 0xF80\n}\n\n/**\n * Returns code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is

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false.\n *\n * @throws CharacterCodingException if the sequence of three bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (index >= endIndex) {\n        return malformed(0, index, throwOnMalformed)\n    }\n\n    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0) {\n        if (byte2 and 0xE0 != 0xA0) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF == 0xD) {\n        if (byte2 and 0xE0 != 0x80) {\n            // Surrogate code point\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    }\n\n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    val byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    }\n\n    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -0x1E080\n}\n\n/**\n * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n *\n * @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom4(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (index >= endIndex) {\n        malformed(0, index, throwOnMalformed)\n    }\n\n    val byte2 = bytes[index].toInt()\n    if (byte1 and 0xF == 0x0) {\n        if (byte2 and 0xF0 <= 0x80) {\n            // Non-shortest form\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF == 0x4) {\n        if (byte2 and 0xF0 != 0x80) {\n            // Out of Unicode code points domain (larger than U+10FFFF)\n            return malformed(0, index, throwOnMalformed)\n        }\n    } else if (byte1 and 0xF > 0x4) {\n        return malformed(0, index, throwOnMalformed)\n    } else if (byte2 and 0xC0 != 0x80) {\n        return malformed(0, index, throwOnMalformed)\n    }\n\n    if (index + 1 == endIndex) {\n        return malformed(1, index, throwOnMalformed)\n    }\n    val byte3 = bytes[index + 1].toInt()\n    if (byte3 and 0xC0 != 0x80) {\n        return malformed(1, index, throwOnMalformed)\n    }\n\n    if (index + 2 == endIndex) {\n        return malformed(2, index, throwOnMalformed)\n    }\n    val byte4 = bytes[index + 2].toInt()\n    if (byte4 and 0xC0 != 0x80) {\n        return malformed(2, index, throwOnMalformed)\n    }\n    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80\n}\n\n/**\n * Maximum number of bytes needed to encode a single char.\n *\n * Code points in `0..0x7F` are encoded in a single byte.\n * Code points in `0x80..0x7FF` are encoded in two bytes.\n * Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.\n * Surrogate code points in `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.\n * Code points in `0x10000..0x10FFFF` are represented by a pair of surrogate `Char`s and are encoded in four bytes.\n */\nprivate const val MAX_BYTES_PER_CHAR = 3\n\n/**\n * The byte sequence a malformed UTF-16 char sequence is replaced by.\n */\nprivate val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(), 0xBF.toByte(), 0xBD.toByte())\n\n/**\n * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].\n *\n * @param string the string to encode.\n * @param startIndex the start offset (inclusive) of the substring to encode.\n * @param endIndex the end offset (exclusive) of the substring to encode.\n * @param throwOnMalformed whether to throw on malformed char sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].\n *\n * @throws CharacterCodingException if the char sequence is malformed and [throwOnMalformed] is true.\n */\ninternal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {\n    require(startIndex >= 0 && endIndex <= string.length && startIndex <= endIndex)\n\n    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)\n    var byteIndex = 0\n    var charIndex = startIndex\n\n    while (charIndex < endIndex) {\n        val code = string[charIndex++].code\n        when {\n            code < 0x80 ->\n                bytes[byteIndex++] = code.toByte()\n\n            code < 0x800 -> {\n                bytes[byteIndex++] = ((code shr 6) or 0xC0).toByte()\n                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n            }\n            code < 0xD800 || code >= 0xE000 -> {\n                bytes[byteIndex++] = ((code shr 12) or 0xE0).toByte()\n                bytes[byteIndex++] = (((code shr 6) and 0x3F) or 0x80).toByte()\n                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()\n            }\n
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else -> { // Surrogate char value\n                val codePoint = codePointFromSurrogate(string, code, charIndex, endIndex, throwOnMalformed)\n                if (codePoint <= 0) {\n                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[0]\n                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[1]\n                    bytes[byteIndex++] = REPLACEMENT_BYTE_SEQUENCE[2]\n                } else {\n                    bytes[byteIndex++] = ((codePoint shr 18) or 0xF0).toByte()\n                    bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()\n                    bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()\n                    bytes[byteIndex++] = ((codePoint and 0x3F) or 0x80).toByte()\n                    charIndex++\n                }\n            }\n        }\n    }\n\n    return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)\n}\n\n/**\n * The character a malformed UTF-8 byte sequence is replaced by.\n */\nprivate const val REPLACEMENT_CHAR = '\\uFFFD'\n\n/**\n * Decodes the UTF-8 [bytes] array and returns the resulting [String].\n *\n * @param bytes the byte array to decode.\n * @param startIndex the start offset (inclusive) of the array to be decoded.\n * @param endIndex the end offset (exclusive) of the array to be encoded.\n * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_CHAR].\n *\n * @throws CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.\n */\ninternal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {\n    require(startIndex >= 0 && endIndex <= bytes.size && startIndex <= endIndex)\n\n    var byteIndex = startIndex\n    val stringBuilder = StringBuilder()\n\n    while (byteIndex < endIndex) {\n        val byte = bytes[byteIndex++].toInt()\n        when {\n            byte >= 0 ->\n                stringBuilder.append(byte.toChar())\n            byte shr 5 == -2 -> {\n                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)\n                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n                    byteIndex += -code\n                } else {\n                    stringBuilder.append(code.toChar())\n                    byteIndex += 1\n                }\n            }\n            byte shr 4 == -2 -> {\n                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)\n                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n                    byteIndex += -code\n                } else {\n                    stringBuilder.append(code.toChar())\n                    byteIndex += 2\n                }\n            }\n            byte shr 3 == -2 -> {\n                val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)\n                if (code <= 0) {\n                    stringBuilder.append(REPLACEMENT_CHAR)\n                    byteIndex += -code\n                } else {\n                    val high = (code - 0x10000) shr 10 or 0xD800\n                    val low = (code and 0x3FF) or 0xDC00\n                    stringBuilder.append(high.toChar())\n                    stringBuilder.append(low.toChar())\n                    byteIndex += 3\n                }\n            }\n            else -> {\n                malformed(0, byteIndex, throwOnMalformed)\n                stringBuilder.append(REPLACEMENT_CHAR)\n            }\n        }\n    }\n\n    return stringBuilder.toString()\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Returns the detailed description of this throwable with its stack trace.\n *\n * The detailed description includes:\n * - the short description (see [Throwable.toString]) of this throwable;\n * - the complete stack trace;\n * - detailed descriptions of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception;\n * - the detailed description of each throwable in the [Throwable.cause] chain.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)\n\n/**\n * Prints the [detailed description][Throwable.stackTraceToString] of this throwable to console error output.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun Throwable.printStackTrace() {\n    console.error(this.stackTraceToString())\n}\n\n/**\n * Adds the specified exception to the list of exceptions that were\n * suppressed in order to deliver this exception.\n */\n@SinceKotlin(\"1.4\")\npublic actual fun Throwable.addSuppressed(exception: Throwable) {\n    if (this !== exception) {\n        val suppressed = this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()\n        if (suppressed == null) {\n            this.asDynamic()._suppressed = mutableListOf(exception)\n        } else {\n            suppressed.add(exception)\n        }\n    }\n}\n\n/**\n * Returns a list of all exceptions that were suppressed in order to deliver this exception.\n */\n@SinceKotlin(\"1.4\")\npublic actual val Throwable.suppressedExceptions: List<Throwable>\n    get() {\n
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return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()\n }\n\n\nprivate class ExceptionTraceBuilder {\n private val target = StringBuilder()\n private val visited = arrayOf<Throwable>()\n private var topStack: String = \"\"\n private var topStackStart: Int = 0\n\n fun buildFor(exception: Throwable): String {\n exception.dumpFullTrace(\"\", \"\")\n return target.toString()\n }\n\n private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception }\n\n private fun Throwable.dumpFullTrace(indent: String, qualifier: String) {\n this.dumpSelfTrace(indent, qualifier) || return\n\n var cause = this.cause\n while (cause != null) {\n cause.dumpSelfTrace(indent, \"Caused by: \") || return\n cause = cause.cause\n }\n }\n\n private fun Throwable.dumpSelfTrace(indent: String, qualifier: String): Boolean {\n target.append(indent).append(qualifier)\n val shortInfo = this.toString()\n if (hasSeen(this)) {\n target.append(\"[CIRCULAR REFERENCE, SEE ABOVE: \").append(shortInfo).append(\"]\\n\")\n return false\n }\n visited.asDynamic().push(this)\n\n var stack = this.asDynamic().stack as String?\n if (stack != null) {\n val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }\n if (stackStart == 0) target.append(shortInfo).append(\"\\n\")\n if (topStack.isEmpty()) {\n topStack = stack\n topStackStart = stackStart\n } else {\n stack = dropCommonFrames(stack, stackStart)\n }\n if (indent.isNotEmpty()) {\n // indent stack, but avoid indenting exception message lines\n val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\\n' }\n stack.lineSequence().forEachIndexed { index: Int, line: String ->\n if (index >= messageLines) target.append(indent)\n target.append(line).append(\"\\n\")\n }\n } else {\n target.append(stack).append(\"\\n\")\n }\n } else {\n target.append(shortInfo).append(\"\\n\")\n }\n\n val suppressed = suppressedExceptions\n if (suppressed.isNotEmpty()) {\n val suppressedIndent = indent + \" \"\n for (s in suppressed) {\n s.dumpFullTrace(suppressedIndent, \"Suppressed: \")\n }\n }\n return true\n }\n\n private fun dropCommonFrames(stack: String, stackStart: Int): String {\n var commonFrames: Int = 0\n var lastBreak: Int = 0\n var preLastBreak: Int = 0\n for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {\n val c = stack[stack.lastIndex - pos]\n if (c != topStack[topStack.lastIndex - pos]) break\n if (c == '\\n') {\n commonFrames += 1\n preLastBreak = lastBreak\n lastBreak = pos\n }\n }\n if (commonFrames <= 1) return stack\n while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)] == ' ')\n preLastBreak -= 1\n\n // leave 1 common frame to ease matching with the top exception stack\n return stack.dropLast(preLastBreak) + \"... and ${commonFrames - 1} more common stack frames skipped\"\n }\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.js.json\nimport kotlin.math.*\n\ninternal actual inline val durationAssertionsEnabled: Boolean get() = true\n\ninternal actual fun formatToExactDecimals(value: Double, decimals: Int): String {\n val rounded = if (decimals == 0) {\n value\n } else {\n val pow = 10.0.pow(decimals)\n JsMath.round(abs(value) * pow) / pow * sign(value)\n }\n return if (abs(rounded) < 1e21) {\n // toFixed switches to scientific format after 1e21\n rounded.asDynamic().toFixed(decimals).unsafeCast<String>()\n } else {\n // toPrecision outputs the specified number of digits, but only for positive numbers\n val positive = abs(rounded)\n val positiveString = positive.asDynamic().toPrecision(ceil(log10(positive)) + decimals).unsafeCast<String>()\n if (rounded < 0) \"-$positiveString\" else positiveString\n }\n}\n\ninternal actual fun formatUpToDecimals(value: Double, decimals: Int): String {\n return value.asDynamic().toLocaleString(\"en-us\", json(\"maximumFractionDigits\" to decimals)).unsafeCast<String>()\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\npublic actual enum class DurationUnit(internal val scale: Double) {\n /**\n * Time unit representing one nanosecond, which is 1/1000 of a microsecond.\n */\n NANOSECONDS(1e0),\n /**\n * Time unit representing one microsecond, which is

1/1000 of a millisecond.\n */\n MICROSECONDS(1e3),\n /**\n * Time unit representing one millisecond, which is 1/1000 of a second.\n */\n MILLISECONDS(1e6),\n /**\n * Time unit representing one second.\n */\n SECONDS(1e9),\n /**\n * Time unit representing one minute.\n */\n MINUTES(60e9),\n /**\n * Time unit representing one hour.\n */\n HOURS(3600e9),\n /**\n * Time unit representing one day, which is always equal to 24 hours.\n */\n DAYS(86400e9);\n}\n\n@SinceKotlin(\"1.3\")\ninternal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {\n val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n return when {\n sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)\n sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)\n else -> value\n }\n}\n\n@SinceKotlin(\"1.5\")\ninternal actual fun convertDurationUnitOverflow(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit): Long {\n val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n return when {\n sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale).toLong()\n sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale).toLong()\n else -> value\n }\n}\n\n@SinceKotlin(\"1.5\")\ninternal actual fun convertDurationUnit(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit): Long {\n val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n return when {\n sourceCompareTarget > 0 -> {\n val scale = (sourceUnit.scale / targetUnit.scale).toLong()\n val result = value * scale\n when {\n result / scale == value -> result\n value > 0 -> Long.MAX_VALUE\n else -> Long.MIN_VALUE\n }\n }\n sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale).toLong()\n else -> value\n }\n}\n\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport org.w3c.performance.GlobalPerformance\nimport org.w3c.performance.Performance\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\ninternal actual object MonotonicTimeSource : TimeSource {\n\n private val actualSource: TimeSource = run {\n val isNode: Boolean = js(\"typeof process !== 'undefined' && process.versions && !!process.versions.node\")\n\n if (isNode)\n HrTimeSource(js(\"process\").unsafeCast<Process>())\n else\n js(\"self\").unsafeCast<GlobalPerformance?>()?.performance?.let(::PerformanceTimeSource)\n ?: DateNowTimeSource\n\n }\n\n override fun markNow(): TimeMark = actualSource.markNow()\n}\n\ninternal external interface Process {\n fun hrtime(time: Array<Double> = definedExternally): Array<Double>\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\ninternal class HrTimeSource(val process: Process) : TimeSource {\n\n override fun markNow(): TimeMark = object : TimeMark() {\n val startedAt = process.hrtime()\n override fun elapsedNow(): Duration =\n process.hrtime(startedAt).let { (seconds, nanos) -> seconds.toDuration(DurationUnit.SECONDS) + nanos.toDuration(DurationUnit.NANOSECONDS) }\n }\n\n override fun toString(): String = \"TimeSource(process.hrtime())\"\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\ninternal class PerformanceTimeSource(val performance: Performance) : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {\n override fun read(): Double = performance.now()\n override fun toString(): String = \"TimeSource(self.performance.now())\"\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\ninternal object DateNowTimeSource : AbstractDoubleTimeSource(unit = DurationUnit.MILLISECONDS) {\n override fun read(): Double = kotlin.js.Date.now()\n override fun toString(): String = \"TimeSource(Date.now())\"\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\n\nimport org.w3c.dom.*\nimport kotlin.contracts.*\n\n/**\n * Creates a new element with the specified [name].\n *\n * The element is initialized with the specified [init] function.\n */\n@SinceKotlin(\"1.4\")\npublic fun Document.createElement(name: String, init: Element.() -> Unit): Element {\n contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }\n return createElement(name).apply(init)\n}\n\n/**\n * Appends a newly created element with the specified [name] to this element.\n *\n * The element is initialized with the specified [init] function.\n */\n@SinceKotlin(\"1.4\")\npublic fun

Element.appendElement(name: String, init: Element.() -> Unit): Element {\n contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }\n return ownerDocument!!.createElement(name, init).also { appendChild(it) }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\n\nimport org.w3c.dom.*\n\n/** Returns true if the element has the given CSS class style in its 'class' attribute */\n@SinceKotlin(\"1.4\")\nfun Element.hasClass(cssClass: String): Boolean = className.matches(\"\"\"(^|.*\\s+)$cssClass($|\\s+.*)\"\"\".toRegex())\n\n/**\n * Adds CSS class to element. Has no effect if all specified classes are already in class attribute of the element\n *\n * @return true if at least one class has been added\n */\n@SinceKotlin(\"1.4\")\nfun Element.addClass(vararg cssClasses: String): Boolean {\n val missingClasses = cssClasses.filterNot { hasClass(it) }\n if (missingClasses.isNotEmpty()) {\n val presentClasses = className.trim()\n className = buildString {\n append(presentClasses)\n if (!presentClasses.isEmpty()) {\n append(\" \")\n }\n missingClasses.joinTo(this, \" \")\n }\n return true\n }\n\n return false\n}\n\n/**\n * Removes all [cssClasses] from element. Has no effect if all specified classes are missing in class attribute of the element\n *\n * @return true if at least one class has been removed\n */\n@SinceKotlin(\"1.4\")\nfun Element.removeClass(vararg cssClasses: String): Boolean {\n if (cssClasses.any { hasClass(it) }) {\n val toBeRemoved = cssClasses.toSet()\n className = className.trim().split(\"\\\\s+\".toRegex()).filter { it !in toBeRemoved }.joinToString(\" \")\n return true\n }\n\n return false\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n/**\n * Converts the string into a regular expression [Regex] with the default options.\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(): Regex = Regex(this)\n\n/**\n * Converts the string into a regular expression [Regex] with the specified single [option].\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)\n\n/**\n * Converts the string into a regular expression [Regex] with the specified set of [options].\n */\n@kotlin.internal.InlineOnly\npublic inline fun String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\n\nimport org.w3c.dom.*\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.\n */\n@SinceKotlin(\"1.4\")\npublic val Node.isText: Boolean\n get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE\n\n/**\n * Gets a value indicating whether this node is an [Element].\n */\n@SinceKotlin(\"1.4\")\npublic val Node.isElement: Boolean\n get() = nodeType == Node.ELEMENT_NODE\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlinx.dom\n\nimport org.w3c.dom.*\n\n/** Removes all the children from this node. */\n@SinceKotlin(\"1.4\")\npublic fun Node.clear() {\n while (hasChildNodes()) {\n removeChild(firstChild!!)\n }\n}\n\n/**\n * Creates text node and append it to the element.\n *\n * @return this element\n */\n@SinceKotlin(\"1.4\")\nfun Element.appendText(text: String): Element {\n appendChild(ownerDocument!!.createTextNode(text))\n return this\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage org.w3c.dom\n\n@Deprecated(\"Use UnionMessagePortOrWindowProxy instead.\", ReplaceWith(\"UnionMessagePortOrWindowProxy\"))\ntypealias UnionMessagePortOrWindow = UnionMessagePortOrWindowProxy\n\n@Deprecated(\"Use `as` instead.\", ReplaceWith(\"`as`\"))\nvar HTMLLinkElement.as_\n get() = `as`\n set(value) {\n `as` = value\n }\n\n@Deprecated(\"Use `is` instead.\", ReplaceWith(\"`is`\"))\nvar ElementCreationOptions.is_\n get() = `is`\n set(value) {\n `is` = value\n }","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the

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license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.khronos.webgl\n\nimport kotlin.js.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface WebGLContextAttributes {\n    var alpha: Boolean? /* = true */\n        get() = definedExternally\n        set(value) = definedExternally\n    var depth: Boolean? /* = true */\n        get() = definedExternally\n        set(value) = definedExternally\n    var stencil: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var antialias: Boolean? /* = true */\n        get() = definedExternally\n        set(value) = definedExternally\n    var premultipliedAlpha: Boolean? /* = true */\n        get() = definedExternally\n        set(value) = definedExternally\n    var preserveDrawingBuffer: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var preferLowPowerToHighPerformance: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n    var failIfMajorPerformanceCaveat: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WebGLContextAttributes(alpha: Boolean? = true, depth: Boolean? = true, stencil: Boolean? = false, antialias: Boolean? = true, premultipliedAlpha: Boolean? = true, preserveDrawingBuffer: Boolean? = false, preferLowPowerToHighPerformance: Boolean? = false, failIfMajorPerformanceCaveat: Boolean? = false): WebGLContextAttributes {\n    val o = js(\"({})\")\n    o[\"alpha\"] = alpha\n    o[\"depth\"] = depth\n    o[\"stencil\"] = stencil\n    o[\"antialias\"] = antialias\n    o[\"premultipliedAlpha\"] = premultipliedAlpha\n    o[\"preserveDrawingBuffer\"] = preserveDrawingBuffer\n    o[\"preferLowPowerToHighPerformance\"] = preferLowPowerToHighPerformance\n    o[\"failIfMajorPerformanceCaveat\"] = failIfMajorPerformanceCaveat\n    return o\n}\n\npublic external abstract class WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin\n */\npublic external abstract class WebGLBuffer : WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin\n */\npublic external abstract class WebGLFramebuffer : WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin\n */\npublic external abstract class WebGLProgram : WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin\n */\npublic external abstract class WebGLRenderbuffer : WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin\n */\npublic external abstract class WebGLShader : WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin\n */\npublic external abstract class WebGLTexture : WebGLObject\n\n/**\n * Exposes the JavaScript [WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin\n */\npublic external abstract class WebGLUniformLocation\n\n/**\n * Exposes the JavaScript [WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin\n */\npublic external abstract class WebGLActiveInfo {\n    open val size: Int\n    open val type: Int\n    open val name: String\n}\n\n/**\n * Exposes the JavaScript [WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin\n */\npublic external abstract class WebGLShaderPrecisionFormat {\n    open val rangeMin: Int\n    open val rangeMax: Int\n    open val precision: Int\n}\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface WebGLRenderingContextBase {\n    val canvas: HTMLCanvasElement\n    val drawingBufferWidth: Int\n    val drawingBufferHeight: Int\n    fun getContextAttributes(): WebGLContextAttributes?\n    fun isContextLost(): Boolean\n    fun getSupportedExtensions(): Array<String>?\n    fun getExtension(name: String): dynamic\n    fun activeTexture(texture: Int)\n    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)\n    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)\n    fun bindBuffer(target: Int, buffer: WebGLBuffer?)\n    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)\n    fun
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bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)\n fun bindTexture(target: Int, texture: WebGLTexture?)\n fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)\n fun blendEquation(mode: Int)\n fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)\n fun blendFunc(sfactor: Int, dfactor: Int)\n fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)\n fun bufferData(target: Int, size: Int, usage: Int)\n fun bufferData(target: Int, data: BufferDataSource?, usage: Int)\n fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)\n fun checkFramebufferStatus(target: Int): Int\n fun clear(mask: Int)\n fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)\n fun clearDepth(depth: Float)\n fun clearStencil(s: Int)\n fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)\n fun compileShader(shader: WebGLShader?)\n fun compressedTexImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, data: ArrayBufferView)\n fun compressedTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, data: ArrayBufferView)\n fun copyTexImage2D(target: Int, level: Int, internalformat: Int, x: Int, y: Int, width: Int, height: Int, border: Int)\n fun copyTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, x: Int, y: Int, width: Int, height: Int)\n fun createBuffer(): WebGLBuffer?\n fun createFramebuffer(): WebGLFramebuffer?\n fun createProgram(): WebGLProgram?\n fun createRenderbuffer(): WebGLRenderbuffer?\n fun createShader(type: Int): WebGLShader?\n fun createTexture(): WebGLTexture?\n fun cullFace(mode: Int)\n fun deleteBuffer(buffer: WebGLBuffer?)\n fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)\n fun deleteProgram(program: WebGLProgram?)\n fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)\n fun deleteShader(shader: WebGLShader?)\n fun deleteTexture(texture: WebGLTexture?)\n fun depthFunc(func: Int)\n fun depthMask(flag: Boolean)\n fun depthRange(zNear: Float, zFar: Float)\n fun detachShader(program: WebGLProgram?, shader: WebGLShader?)\n fun disable(cap: Int)\n fun disableVertexAttribArray(index: Int)\n fun drawArrays(mode: Int, first: Int, count: Int)\n fun drawElements(mode: Int, count: Int, type: Int, offset: Int)\n fun enable(cap: Int)\n fun enableVertexAttribArray(index: Int)\n fun finish()\n fun flush()\n fun framebufferRenderbuffer(target: Int, attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?)\n fun framebufferTexture2D(target: Int, attachment: Int, textarget: Int, texture: WebGLTexture?, level: Int)\n fun frontFace(mode: Int)\n fun generateMipmap(target: Int)\n fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n fun getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?\n fun getAttribLocation(program: WebGLProgram?, name: String): Int\n fun getBufferParameter(target: Int, pname: Int): Any?\n fun getParameter(pname: Int): Any?\n fun getError(): Int\n fun getFramebufferAttachmentParameter(target: Int, attachment: Int, pname: Int): Any?\n fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?\n fun getProgramInfoLog(program: WebGLProgram?): String?\n fun getRenderbufferParameter(target: Int, pname: Int): Any?\n fun getShaderParameter(shader: WebGLShader?, pname: Int): Any?\n fun getShaderPrecisionFormat(shadertype: Int, precisiontype: Int): WebGLShaderPrecisionFormat?\n fun getShaderInfoLog(shader: WebGLShader?): String?\n fun getShaderSource(shader: WebGLShader?): String?\n fun getTexParameter(target: Int, pname: Int): Any?\n fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?\n fun getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?\n fun getVertexAttrib(index: Int, pname: Int): Any?\n fun getVertexAttribOffset(index: Int, pname: Int): Int\n fun hint(target: Int, mode: Int)\n fun isBuffer(buffer: WebGLBuffer?): Boolean\n fun isEnabled(cap: Int): Boolean\n fun isFramebuffer(framebuffer: WebGLFramebuffer?): Boolean\n fun isProgram(program: WebGLProgram?): Boolean\n fun isRenderbuffer(renderbuffer: WebGLRenderbuffer?): Boolean\n fun isShader(shader: WebGLShader?): Boolean\n fun isTexture(texture: WebGLTexture?): Boolean\n fun lineWidth(width: Float)\n fun linkProgram(program: WebGLProgram?)\n fun pixelStorei(pname: Int, param: Int)\n fun polygonOffset(factor: Float, units: Float)\n fun readPixels(x: Int, y: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n fun renderbufferStorage(target: Int, internalformat: Int, width: Int, height: Int)\n fun sampleCoverage(value: Float, invert: Boolean)\n fun scissor(x: Int, y: Int, width: Int, height: Int)\n fun shaderSource(shader: WebGLShader?,

source: String)\n   fun stencilFunc(func: Int, ref: Int, mask: Int)\n   fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)\n   fun stencilMask(mask: Int)\n   fun stencilMaskSeparate(face: Int, mask: Int)\n   fun stencilOp(fail: Int, zfail: Int, zpass: Int)\n   fun stencilOpSeparate(face: Int, fail: Int, zfail: Int, zpass: Int)\n   fun texImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n   fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source: TexImageSource?)\n   fun texParameterf(target: Int, pname: Int, param: Float)\n   fun texParameteri(target: Int, pname: Int, param: Int)\n   fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n   fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, format: Int, type: Int, source: TexImageSource?)\n   fun uniform1f(location: WebGLUniformLocation?, x: Float)\n   fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)\n   fun uniform1fv(location: WebGLUniformLocation?, v: Array<Float>)\n   fun uniform1i(location: WebGLUniformLocation?, x: Int)\n   fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)\n   fun uniform1iv(location: WebGLUniformLocation?, v: Array<Int>)\n   fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)\n   fun uniform2fv(location: WebGLUniformLocation?, v: Float32Array)\n   fun uniform2fv(location: WebGLUniformLocation?, v: Array<Float>)\n   fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)\n   fun uniform2iv(location: WebGLUniformLocation?, v: Int32Array)\n   fun uniform2iv(location: WebGLUniformLocation?, v: Array<Int>)\n   fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)\n   fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)\n   fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)\n   fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)\n   fun uniform3iv(location: WebGLUniformLocation?, v: Int32Array)\n   fun uniform3iv(location: WebGLUniformLocation?, v: Array<Int>)\n   fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)\n   fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)\n   fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)\n   fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)\n   fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)\n   fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)\n   fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n   fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n   fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n   fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n   fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n   fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n   fun useProgram(program: WebGLProgram?)\n   fun validateProgram(program: WebGLProgram?)\n   fun vertexAttrib1f(index: Int, x: Float)\n   fun vertexAttrib1fv(index: Int, values: dynamic)\n   fun vertexAttrib2f(index: Int, x: Float, y: Float)\n   fun vertexAttrib2fv(index: Int, values: dynamic)\n   fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)\n   fun vertexAttrib3fv(index: Int, values: dynamic)\n   fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)\n   fun vertexAttrib4fv(index: Int, values: dynamic)\n   fun vertexAttribPointer(index: Int, size: Int, type: Int, normalized: Boolean, stride: Int, offset: Int)\n   fun viewport(x: Int, y: Int, width: Int, height: Int)\n\n   companion object {\n   val DEPTH_BUFFER_BIT: Int\n   val STENCIL_BUFFER_BIT: Int\n   val COLOR_BUFFER_BIT: Int\n   val POINTS: Int\n   val LINES: Int\n   val LINE_LOOP: Int\n   val LINE_STRIP: Int\n   val TRIANGLES: Int\n   val TRIANGLE_STRIP: Int\n   val TRIANGLE_FAN: Int\n   val ZERO: Int\n   val ONE: Int\n   val SRC_COLOR: Int\n   val ONE_MINUS_SRC_COLOR: Int\n   val SRC_ALPHA: Int\n   val ONE_MINUS_SRC_ALPHA: Int\n   val DST_ALPHA: Int\n   val ONE_MINUS_DST_ALPHA: Int\n   val DST_COLOR: Int\n   val ONE_MINUS_DST_COLOR: Int\n   val SRC_ALPHA_SATURATE: Int\n   val FUNC_ADD: Int\n   val BLEND_EQUATION: Int\n   val BLEND_EQUATION_RGB: Int\n   val BLEND_EQUATION_ALPHA: Int\n   val FUNC_SUBTRACT: Int\n   val FUNC_REVERSE_SUBTRACT: Int\n   val BLEND_DST_RGB: Int\n   val BLEND_SRC_RGB: Int\n   val BLEND_DST_ALPHA: Int\n   val BLEND_SRC_ALPHA: Int\n   val CONSTANT_COLOR: Int\n   val

ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n val ARRAY_BUFFER: Int\n val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val SAMPLE_COVERAGE: Int\n val NO_ERROR: Int\n val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE: Int\n val CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF: Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK: Int\n val STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE: Int\n val MAX_VIEWPORT_DIMS: Int\n val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val GREEN_BITS: Int\n val BLUE_BITS: Int\n val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val STENCIL_BITS: Int\n val POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n val TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE: Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT: Int\n val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n val RGBA: Int\n val LUMINANCE: Int\n val LUMINANCE_ALPHA: Int\n val UNSIGNED_SHORT_4_4_4_4: Int\n val UNSIGNED_SHORT_5_5_5_1: Int\n val UNSIGNED_SHORT_5_6_5: Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS: Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n val ACTIVE_UNIFORMS: Int\n val ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val GEQUAL: Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR: Int\n val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val

TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n val TEXTURE4: Int\n val TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23: Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27: Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31: Int\n val ACTIVE_TEXTURE: Int\n val REPEAT: Int\n val CLAMP_TO_EDGE: Int\n val MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val FLOAT_VEC3: Int\n val FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val INT_VEC4: Int\n val BOOL: Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n val SAMPLER_2D: Int\n val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED: Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER: Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16: Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0: Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n val FRAMEBUFFER_UNSUPPORTED: Int\n val FRAMEBUFFER_BINDING: Int\n val RENDERBUFFER_BINDING: Int\n val MAX_RENDERBUFFER_SIZE: Int\n val INVALID_FRAMEBUFFER_OPERATION: Int\n val UNPACK_FLIP_Y_WEBGL: Int\n val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val CONTEXT_LOST_WEBGL: Int\n val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n val BROWSER_DEFAULT_WEBGL: Int\n }\n}\n\n/**\n * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin\n

*/\npublic external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {\n companion object {\n val DEPTH_BUFFER_BIT: Int\n val STENCIL_BUFFER_BIT: Int\n val COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES: Int\n val LINE_LOOP: Int\n val LINE_STRIP: Int\n val TRIANGLES: Int\n val TRIANGLE_STRIP: Int\n val TRIANGLE_FAN: Int\n val ZERO: Int\n val ONE: Int\n val SRC_COLOR: Int\n val ONE_MINUS_SRC_COLOR: Int\n val SRC_ALPHA: Int\n val ONE_MINUS_SRC_ALPHA: Int\n val DST_ALPHA: Int\n val ONE_MINUS_DST_ALPHA: Int\n val DST_COLOR: Int\n val ONE_MINUS_DST_COLOR: Int\n val SRC_ALPHA_SATURATE: Int\n val FUNC_ADD: Int\n val BLEND_EQUATION: Int\n val BLEND_EQUATION_RGB: Int\n val BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT: Int\n val FUNC_REVERSE_SUBTRACT: Int\n val BLEND_DST_RGB: Int\n val BLEND_SRC_RGB: Int\n val BLEND_DST_ALPHA: Int\n val BLEND_SRC_ALPHA: Int\n val CONSTANT_COLOR: Int\n val ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n val ARRAY_BUFFER: Int\n val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val SAMPLE_COVERAGE: Int\n val NO_ERROR: Int\n val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE: Int\n val CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF: Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK: Int\n val STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE: Int\n val MAX_VIEWPORT_DIMS: Int\n val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val GREEN_BITS: Int\n val BLUE_BITS: Int\n val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val STENCIL_BITS: Int\n val POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n val TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE: Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT: Int\n val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n val RGBA: Int\n val LUMINANCE: Int\n val LUMINANCE_ALPHA: Int\n val UNSIGNED_SHORT_4_4_4_4: Int\n val UNSIGNED_SHORT_5_5_5_1: Int\n val UNSIGNED_SHORT_5_6_5: Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val

MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS: Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n val ACTIVE_UNIFORMS: Int\n val ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val GEQUAL: Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR: Int\n val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val TEXTURE0: Int\n val TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n val TEXTURE4: Int\n val TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val TEXTURE8: Int\n val TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23: Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27: Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31: Int\n val ACTIVE_TEXTURE: Int\n val REPEAT: Int\n val CLAMP_TO_EDGE: Int\n val MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val FLOAT_VEC3: Int\n val FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val INT_VEC4: Int\n val BOOL: Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val BOOL_VEC4: Int\n val FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n val SAMPLER_2D: Int\n val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED: Int\n val VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n val IMPLEMENTATION_COLOR_READ_TYPE: Int\n val IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER: Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16: Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE: Int\n val RENDERBUFFER_STENCIL_SIZE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0:

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Int\n        val DEPTH_ATTACHMENT: Int\n        val STENCIL_ATTACHMENT: Int\n        val
DEPTH_STENCIL_ATTACHMENT: Int\n        val NONE: Int\n        val FRAMEBUFFER_COMPLETE: Int\n
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n        val
FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n        val
FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n        val FRAMEBUFFER_UNSUPPORTED: Int\n
val FRAMEBUFFER_BINDING: Int\n        val RENDERBUFFER_BINDING: Int\n        val
MAX_RENDERBUFFER_SIZE: Int\n        val INVALID_FRAMEBUFFER_OPERATION: Int\n        val
UNPACK_FLIP_Y_WEBGL: Int\n        val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n        val
CONTEXT_LOST_WEBGL: Int\n        val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n        val
BROWSER_DEFAULT_WEBGL: Int\n    }\n}\n\n/**\n * Exposes the JavaScript
[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin\n
*/\npublic external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit =
definedExternally) : Event {\n    open val statusMessage: String\n\n    companion object {\n        val NONE: Short\n
    val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface WebGLContextEventInit : EventInit {\n    var statusMessage: String? /* = \"\" */\n
    get() = definedExternally\n        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
WebGLContextEventInit(statusMessage: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): WebGLContextEventInit {\n    val o = js(\"({})\")\n    o[\"statusMessage\"] =
statusMessage\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n
return o\n}\n\n/**\n * Exposes the JavaScript
[ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin\n */\npublic external open
class ArrayBuffer(length: Int) : BufferDataSource {\n    open val byteLength: Int\n    fun slice(begin: Int, end: Int =
definedExternally): ArrayBuffer\n\n    companion object {\n        fun isView(value: Any?): Boolean\n
}\n}\n\n/**\n * Exposes the JavaScript
[ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin\n */\npublic
external interface ArrayBufferView : BufferDataSource {\n    val buffer: ArrayBuffer\n    val byteOffset: Int\n    val
byteLength: Int\n}\n\n/**\n * Exposes the JavaScript
[Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin\n */\npublic external open class
Int8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int8Array)\n    constructor(array:
Array<Byte>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int =
definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n
override val byteLength: Int\n    fun set(array: Int8Array, offset: Int = definedExternally)\n    fun set(array:
Array<Byte>, offset: Int = definedExternally)\n    fun subarray(start: Int, end: Int): Int8Array\n\n    companion
object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.get(index: Int):
Byte = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int8Array.set(index: Int,
value: Byte) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin\n */\npublic external open class
Uint8Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint8Array)\n
constructor(array: Array<Byte>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset:
Int\n    override val byteLength: Int\n    fun set(array: Uint8Array, offset: Int = definedExternally)\n    fun set(array:
Array<Byte>, offset: Int = definedExternally)\n    fun subarray(start: Int, end: Int): Uint8Array\n\n    companion
object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint8Array.get(index: Int):
Byte = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
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\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin\n */\npublic external open class Uint8ClampedArray : ArrayBufferView {\n   constructor(length: Int)\n   constructor(array: Uint8ClampedArray)\n   constructor(array: Array<Byte>)\n   constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n   open val length: Int\n   override val buffer: ArrayBuffer\n   override val byteOffset: Int\n   override val byteLength: Int\n   fun set(array: Uint8ClampedArray, offset: Int = definedExternally)\n   fun set(array: Array<Byte>, offset: Int = definedExternally)\n   fun subarray(start: Int, end: Int): Uint8ClampedArray\n\n   companion object {\n   val BYTES_PER_ELEMENT: Int\n   }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin\n */\npublic external open class Int16Array : ArrayBufferView {\n   constructor(length: Int)\n   constructor(array: Int16Array)\n   constructor(array: Array<Short>)\n   constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n   open val length: Int\n   override val buffer: ArrayBuffer\n   override val byteOffset: Int\n   override val byteLength: Int\n   fun set(array: Int16Array, offset: Int = definedExternally)\n   fun set(array: Array<Short>, offset: Int = definedExternally)\n   fun subarray(start: Int, end: Int): Int16Array\n\n   companion object {\n   val BYTES_PER_ELEMENT: Int\n   }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript [Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin\n */\npublic external open class Uint16Array : ArrayBufferView {\n   constructor(length: Int)\n   constructor(array: Uint16Array)\n   constructor(array: Array<Short>)\n   constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n   open val length: Int\n   override val buffer: ArrayBuffer\n   override val byteOffset: Int\n   override val byteLength: Int\n   fun set(array: Uint16Array, offset: Int = definedExternally)\n   fun set(array: Array<Short>, offset: Int = definedExternally)\n   fun subarray(start: Int, end: Int): Uint16Array\n\n   companion object {\n   val BYTES_PER_ELEMENT: Int\n   }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript [Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin\n */\npublic external open class Int32Array : ArrayBufferView {\n   constructor(length: Int)\n   constructor(array: Int32Array)\n   constructor(array: Array<Int>)\n   constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n   open val length: Int\n   override val buffer: ArrayBuffer\n   override val byteOffset: Int\n   override val byteLength: Int\n   fun set(array: Int32Array, offset: Int = definedExternally)\n   fun set(array: Array<Int>, offset: Int = definedExternally)\n   fun subarray(start: Int, end: Int): Int32Array\n\n   companion object {\n   val BYTES_PER_ELEMENT: Int\n   }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int32Array.get(index: Int): Int = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int32Array.set(index: Int, value: Int) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript [Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin\n */\npublic external open

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class Uint32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint32Array)\n
constructor(array: Array<Int>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int
= definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n
override val byteLength: Int\n    fun set(array: Uint32Array, offset: Int = definedExternally)\n    fun set(array:
Array<Int>, offset: Int = definedExternally)\n    fun subarray(start: Int, end: Int): Uint32Array\n\n    companion
object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint32Array.get(index: Int):
Int = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint32Array.set(index: Int,
value: Int) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin\n */\npublic external open
class Float32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Float32Array)\n
constructor(array: Array<Float>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset:
Int\n    override val byteLength: Int\n    fun set(array: Float32Array, offset: Int = definedExternally)\n    fun
set(array: Array<Float>, offset: Int = definedExternally)\n    fun subarray(start: Int, end: Int): Float32Array\n\n
companion object {\n        val BYTES_PER_ELEMENT: Int\n
}\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float32Array.get(index: Int):
Float = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float32Array.set(index: Int,
value: Float) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin\n */\npublic external open
class Float64Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Float64Array)\n
constructor(array: Array<Double>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset:
Int\n    override val byteLength: Int\n    fun set(array: Float64Array, offset: Int = definedExternally)\n    fun
set(array: Array<Double>, offset: Int = definedExternally)\n    fun subarray(start: Int, end: Int): Float64Array\n\n
companion object {\n        val BYTES_PER_ELEMENT: Int\n
}\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float64Array.get(index: Int):
Double = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Float64Array.set(index: Int,
value: Double) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin\n */\npublic external open class
DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) :
ArrayBufferView {\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val
byteLength: Int\n    fun getInt8(byteOffset: Int): Byte\n    fun getUint8(byteOffset: Int): Byte\n    fun
getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short\n    fun getUint16(byteOffset: Int,
littleEndian: Boolean = definedExternally): Short\n    fun getInt32(byteOffset: Int, littleEndian: Boolean =
definedExternally): Int\n    fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int\n    fun
getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float\n    fun getFloat64(byteOffset: Int,
littleEndian: Boolean = definedExternally): Double\n    fun setInt8(byteOffset: Int, value: Byte)\n    fun
setUint8(byteOffset: Int, value: Byte)\n    fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean =
definedExternally)\n    fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)\n
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)\n    fun setUint32(byteOffset: Int,
value: Int, littleEndian: Boolean = definedExternally)\n    fun setFloat32(byteOffset: Int, value: Float, littleEndian:
Boolean = definedExternally)\n    fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean =
```

definedExternally)\n}\n\npublic external interface BufferDataSource\n\npublic external interface TexImageSource","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.clipboard\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface ClipboardEventInit : EventInit {\n var clipboardData: DataTransfer? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ClipboardEventInit(clipboardData: DataTransfer? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ClipboardEventInit {\n val o = js(\"({})\")\n o[\"clipboardData\"] = clipboardData\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin\n */\npublic external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {\n open val clipboardData: DataTransfer?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin\n */\npublic external abstract class Clipboard : EventTarget {\n fun read(): Promise<DataTransfer>\n fun readText(): Promise<String>\n fun write(data: DataTransfer): Promise<Unit>\n fun writeText(data: String): Promise<Unit>\n}\n\npublic external interface ClipboardPermissionDescriptor {\n var allowWithoutGesture: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {\n val o = js(\"({})\")\n o[\"allowWithoutGesture\"] = allowWithoutGesture\n return o\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.css\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\n\npublic external abstract class MediaList : ItemArrayLike<String> {\n open var mediaText: String\n fun appendMedium(medium: String)\n fun deleteMedium(medium: String)\n override fun item(index: Int): String?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin\n */\npublic external abstract class StyleSheet {\n open val type: String\n open val href: String?\n open val ownerNode: UnionElementOrProcessingInstruction?\n open val parentStyleSheet: StyleSheet?\n open val title: String?\n open val media: MediaList\n open var disabled: Boolean\n}\n\n/**\n * Exposes the JavaScript [CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin\n */\npublic external abstract class CSSStyleSheet : StyleSheet {\n open val ownerRule: CSSRule?\n open val cssRules: CSSRuleList\n fun insertRule(rule: String, index: Int): Int\n fun deleteRule(index: Int)\n}\n\n/**\n * Exposes the JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin\n */\npublic external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {\n override fun item(index: Int): StyleSheet?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin\n */\npublic external interface LinkStyle {\n val sheet: StyleSheet?\n get() = definedExternally\n}\n\n/**\n * Exposes the JavaScript

[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin\n */\npublic external abstract class CSSRuleList : ItemArrayLike<CSSRule> {\n   override fun item(index: Int): CSSRule?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin\n */\npublic external abstract class CSSRule {\n   open val type: Short\n   open var cssText: String\n   open val parentRule: CSSRule?\n   open val parentStyleSheet: CSSStyleSheet?\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin\n */\npublic external abstract class CSSStyleRule : CSSRule {\n   open var selectorText: String\n   open val style: CSSStyleDeclaration\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\npublic external abstract class CSSImportRule : CSSRule {\n   open val href: String\n   open val media: MediaList\n   open val styleSheet: CSSStyleSheet\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin\n */\npublic external abstract class CSSGroupingRule : CSSRule {\n   open val cssRules: CSSRuleList\n   fun insertRule(rule: String, index: Int): Int\n   fun deleteRule(index: Int)\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin\n */\npublic external abstract class CSSMediaRule : CSSGroupingRule {\n   open val media: MediaList\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin\n */\npublic external abstract class CSSPageRule : CSSGroupingRule {\n   open var selectorText: String\n   open val style: CSSStyleDeclaration\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\npublic external abstract class CSSMarginRule : CSSRule {\n   open val name: String\n   open val style: CSSStyleDeclaration\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin\n */\npublic external abstract class CSSNamespaceRule : CSSRule {\n   open val namespaceURI: String\n   open val prefix: String\n\n   companion object {\n   val STYLE_RULE: Short\n   val CHARSET_RULE: Short\n   val IMPORT_RULE: Short\n   val MEDIA_RULE: Short\n   val FONT_FACE_RULE: Short\n   val PAGE_RULE: Short\n   val MARGIN_RULE: Short\n   val NAMESPACE_RULE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript

[CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin\n */\npublic external abstract class CSSStyleDeclaration : ItemArrayLike<String> {\n   open var cssText: String\n   open val parentRule: CSSRule?\n   open var cssFloat: String\n   open var alignContent: String\n   open var alignItems: String\n   open var alignSelf: String\n   open var animation: String\n   open var animationDelay: String\n   open var animationDirection: String\n   open var animationDuration: String\n   open var animationFillMode: String\n   open var animationIterationCount: String\n   open var animationName: String\n   open var animationPlayState: String\n   open var animationTimingFunction: String\n   open var backfaceVisibility: String\n   open var background: String\n   open var backgroundAttachment: String\n   open var backgroundClip: String\n   open var backgroundColor: String\n   open var backgroundImage: String\n   open var backgroundOrigin: String\n   open var backgroundPosition: String\n   open var backgroundRepeat: String\n   open var backgroundSize: String\n   open var border: String\n   open var borderBottom: String\n   open var borderBottomColor: String\n   open var borderBottomLeftRadius: String\n   open var borderBottomRightRadius: String\n   open var borderBottomStyle: String\n   open var borderBottomWidth: String\n   open var borderCollapse: String\n   open var borderColor: String\n   open var borderImage: String\n   open var borderImageOutset: String\n   open var borderImageRepeat: String\n   open var borderImageSlice: String\n   open var borderImageSource: String\n   open var borderImageWidth: String\n   open var borderLeft: String\n   open var borderLeftColor: String\n   open var borderLeftStyle: String\n   open var borderLeftWidth: String\n   open var borderRadius: String\n   open var borderRight: String\n   open var borderRightColor: String\n   open var borderRightStyle: String\n   open var borderRightWidth: String\n   open var borderSpacing: String\n   open var borderStyle: String\n   open var borderTop: String\n   open var borderTopColor: String\n   open var borderTopLeftRadius: String\n   open var borderTopRightRadius: String\n   open var borderTopStyle: String\n   open var borderTopWidth: String\n   open var borderWidth: String\n   open var bottom: String\n   open var boxDecorationBreak: String\n   open var boxShadow: String\n   open var boxSizing: String\n   open var breakAfter: String\n   open var breakBefore: String\n   open var breakInside: String\n   open var captionSide: String\n   open var clear: String\n   open var clip: String\n   open var color: String\n   open var columnCount: String\n   open var columnFill: String\n   open var columnGap: String\n   open var columnRule: String\n   open var columnRuleColor: String\n   open var columnRuleStyle: String\n   open var columnRuleWidth: String\n   open var columnSpan: String\n   open var columnWidth: String\n   open var columns: String\n   open var content: String\n   open var counterIncrement: String\n   open var counterReset: String\n   open var cursor: String\n   open var direction: String\n   open var display: String\n   open var emptyCells: String\n   open var filter: String\n   open var flex: String\n   open var flexBasis: String\n   open var flexDirection: String\n   open var flexFlow: String\n   open var flexGrow: String\n   open var flexShrink: String\n   open var flexWrap: String\n   open var font: String\n   open var fontFamily: String\n   open var fontFeatureSettings: String\n   open var fontKerning: String\n   open var fontLanguageOverride: String\n   open var fontSize: String\n   open var fontSizeAdjust: String\n   open var fontStretch: String\n   open var fontStyle: String\n   open var fontSynthesis: String\n   open var fontVariant: String\n   open var fontVariantAlternates: String\n   open var fontVariantCaps: String\n   open var fontVariantEastAsian: String\n   open var fontVariantLigatures: String\n   open var fontVariantNumeric: String\n   open var fontVariantPosition: String\n   open var fontWeight: String\n   open var hangingPunctuation: String\n   open var height: String\n   open var hyphens: String\n   open var imageOrientation: String\n   open var imageRendering: String\n   open var imageResolution: String\n   open var imeMode: String\n   open var justifyContent: String\n   open var left: String\n   open var letterSpacing: String\n   open var lineBreak: String\n   open var lineHeight: String\n   open var listStyle: String\n   open var listStyleImage: String\n   open var listStylePosition: String\n   open var listStyleType: String\n   open var margin: String\n   open var marginBottom: String\n   open var marginLeft: String\n   open var marginRight: String\n   open var marginTop: String\n   open var mark: String\n   open var markAfter: String\n   open var markBefore: String\n   open var marks: String\n   open var marqueeDirection: String\n   open var marqueePlayCount: String\n   open var marqueeSpeed: String\n   open var marqueeStyle: String\n   open var mask: String\n   open var maskType: String\n   open var maxHeight: String\n   open var maxWidth: String\n   open var minHeight: String\n   open var minWidth: String\n   open var

navDown: String\n open var navIndex: String\n open var navLeft: String\n open var navRight: String\n open var navUp: String\n open var objectFit: String\n open var objectPosition: String\n open var opacity: String\n open var order: String\n open var orphans: String\n open var outline: String\n open var outlineColor: String\n open var outlineOffset: String\n open var outlineStyle: String\n open var outlineWidth: String\n open var overflowWrap: String\n open var overflowX: String\n open var overflowY: String\n open var padding: String\n open var paddingBottom: String\n open var paddingLeft: String\n open var paddingRight: String\n open var paddingTop: String\n open var pageBreakAfter: String\n open var pageBreakBefore: String\n open var pageBreakInside: String\n open var perspective: String\n open var perspectiveOrigin: String\n open var phonemes: String\n open var position: String\n open var quotes: String\n open var resize: String\n open var rest: String\n open var restAfter: String\n open var restBefore: String\n open var right: String\n open var tabSize: String\n open var tableLayout: String\n open var textAlign: String\n open var textAlignLast: String\n open var textCombineUpright: String\n open var textDecoration: String\n open var textDecorationColor: String\n open var textDecorationLine: String\n open var textDecorationStyle: String\n open var textIndent: String\n open var textJustify: String\n open var textOrientation: String\n open var textOverflow: String\n open var textShadow: String\n open var textTransform: String\n open var textUnderlinePosition: String\n open var top: String\n open var transform: String\n open var transformOrigin: String\n open var transformStyle: String\n open var transition: String\n open var transitionDelay: String\n open var transitionDuration: String\n open var transitionProperty: String\n open var transitionTimingFunction: String\n open var unicodeBidi: String\n open var verticalAlign: String\n open var visibility: String\n open var voiceBalance: String\n open var voiceDuration: String\n open var voicePitch: String\n open var voicePitchRange: String\n open var voiceRate: String\n open var voiceStress: String\n open var voiceVolume: String\n open var whiteSpace: String\n open var widows: String\n open var width: String\n open var wordBreak: String\n open var wordSpacing: String\n open var wordWrap: String\n open var writingMode: String\n open var zIndex: String\n open var _dashed_attribute: String\n open var _camel_cased_attribute: String\n open var _webkit_cased_attribute: String\n fun getPropertyValue(property: String): String\n fun getPropertyPriority(property: String): String\n fun setProperty(property: String, value: String, priority: String = definedExternally)\n fun setPropertyValue(property: String, value: String)\n fun setPropertyPriority(property: String, priority: String)\n fun removeProperty(property: String): String\n override fun item(index: Int): String\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]\n\npublic external interface ElementCSSInlineStyle {\n val style: CSSStyleDeclaration\n}\n\n/**\n * Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin\n */\npublic external abstract class CSS {\n companion object {\n fun escape(ident: String): String\n }\n}\n\npublic external interface UnionElementOrProcessingInstruction","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.encryptedmedia\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes the JavaScript [MediaKeySystemConfiguration](https://developer.mozilla.org/en/docs/Web/API/MediaKeySystemConfiguration) to Kotlin\n */\npublic external interface MediaKeySystemConfiguration {\n var label: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var initDataTypes: Array<String>? /* = arrayOf() */\n get() = definedExternally\n set(value) = definedExternally\n var audioCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */\n get() = definedExternally\n set(value) = definedExternally\n var videoCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */\n get() = definedExternally\n set(value) = definedExternally\n var distinctiveIdentifier: MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */\n get() = definedExternally\n set(value) = definedExternally\n var persistentState: MediaKeysRequirement? /* =

MediaKeysRequirement.OPTIONAL */\n get() = definedExternally\n set(value) = definedExternally\n var sessionTypes: Array<String>?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaKeySystemConfiguration(label: String? = \"\", initDataTypes: Array<String>? = arrayOf(), audioCapabilities: Array<MediaKeySystemMediaCapability>? = arrayOf(), videoCapabilities: Array<MediaKeySystemMediaCapability>? = arrayOf(), distinctiveIdentifier: MediaKeysRequirement? = MediaKeysRequirement.OPTIONAL, persistentState: MediaKeysRequirement? = MediaKeysRequirement.OPTIONAL, sessionTypes: Array<String>? = undefined): MediaKeySystemConfiguration {\n val o = js(\"({})\")\n o[\"label\"] = label\n o[\"initDataTypes\"] = initDataTypes\n o[\"audioCapabilities\"] = audioCapabilities\n o[\"videoCapabilities\"] = videoCapabilities\n o[\"distinctiveIdentifier\"] = distinctiveIdentifier\n o[\"persistentState\"] = persistentState\n o[\"sessionTypes\"] = sessionTypes\n return o\n}\n\npublic external interface MediaKeySystemMediaCapability {\n var contentType: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var robustness: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaKeySystemMediaCapability(contentType: String? = \"\", robustness: String? = \"\"): MediaKeySystemMediaCapability {\n val o = js(\"({})\")\n o[\"contentType\"] = contentType\n o[\"robustness\"] = robustness\n return o\n}\n\n/**\n * Exposes the JavaScript [MediaKeySystemAccess](https://developer.mozilla.org/en/docs/Web/API/MediaKeySystemAccess) to Kotlin\n */\npublic external abstract class MediaKeySystemAccess {\n open val keySystem: String\n fun getConfiguration(): MediaKeySystemConfiguration\n fun createMediaKeys(): Promise<MediaKeys>\n}\n\n/**\n * Exposes the JavaScript [MediaKeys](https://developer.mozilla.org/en/docs/Web/API/MediaKeys) to Kotlin\n */\npublic external abstract class MediaKeys {\n fun createSession(sessionType: MediaKeySessionType = definedExternally): MediaKeySession\n fun setServerCertificate(serverCertificate: dynamic): Promise<Boolean>\n}\n\n/**\n * Exposes the JavaScript [MediaKeySession](https://developer.mozilla.org/en/docs/Web/API/MediaKeySession) to Kotlin\n */\npublic external abstract class MediaKeySession : EventTarget {\n open val sessionId: String\n open val expiration: Double\n open val closed: Promise<Unit>\n open val keyStatuses: MediaKeyStatusMap\n open var onkeystatuseschange: ((Event) -> dynamic)?\n open var onmessage: ((MessageEvent) -> dynamic)?\n fun generateRequest(initDataType: String, initData: dynamic): Promise<Unit>\n fun load(sessionId: String): Promise<Boolean>\n fun update(response: dynamic): Promise<Unit>\n fun close(): Promise<Unit>\n fun remove(): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript [MediaKeyStatusMap](https://developer.mozilla.org/en/docs/Web/API/MediaKeyStatusMap) to Kotlin\n */\npublic external abstract class MediaKeyStatusMap {\n open val size: Int\n fun has(keyId: dynamic): Boolean\n fun get(keyId: dynamic): Any?\n}\n\n/**\n * Exposes the JavaScript [MediaKeyMessageEvent](https://developer.mozilla.org/en/docs/Web/API/MediaKeyMessageEvent) to Kotlin\n */\npublic external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) : Event {\n open val messageType: MediaKeyMessageType\n open val message: ArrayBuffer\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface MediaKeyMessageEventInit : EventInit {\n var messageType: MediaKeyMessageType?\n var message: ArrayBuffer?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaKeyMessageEventInit(messageType: MediaKeyMessageType?, message: ArrayBuffer?, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaKeyMessageEventInit {\n val o = js(\"({})\")\n o[\"messageType\"] = messageType\n o[\"message\"] = message\n o[\"bubbles\"] = bubbles\n

o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\npublic external open class MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {\n   open val initDataType: String\n   open val initData: ArrayBuffer?\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface MediaEncryptedEventInit : EventInit {\n   var initDataType: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var initData: ArrayBuffer? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaEncryptedEventInit(initDataType: String? = \"\", initData: ArrayBuffer? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaEncryptedEventInit {\n   val o = js(\"({})\")\n   o[\"initDataType\"] = initDataType\n   o[\"initData\"] = initData\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface MediaKeysRequirement {\n   companion object\n}\n\npublic inline val MediaKeysRequirement.Companion.REQUIRED: MediaKeysRequirement get() = \"required\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeysRequirement.Companion.OPTIONAL: MediaKeysRequirement get() = \"optional\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val MediaKeysRequirement.Companion.NOT_ALLOWED: MediaKeysRequirement get() = \"not-allowed\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface MediaKeySessionType {\n   companion object\n}\n\npublic inline val MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() = \"temporary\".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \"persistent-license\".asDynamic().unsafeCast<MediaKeySessionType>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface MediaKeyStatus {\n   companion object\n}\n\npublic inline val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() = \"usable\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() = \"expired\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() = \"released\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = \"output-restricted\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = \"output-downscaled\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = \"status-pending\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = \"internal-error\".asDynamic().unsafeCast<MediaKeyStatus>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface MediaKeyMessageType {\n   companion object\n}\n\npublic inline val MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = \"license-request\".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = \"license-renewal\".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val

MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = \"license-release\".asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() = \"individualization-request\".asDynamic().unsafeCast<MediaKeyMessageType>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.events\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\n\n/**\n * Exposes the JavaScript [UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin\n */\npublic external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {\n   open val view: Window?\n   open val detail: Int\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface UIEventInit : EventInit {\n   var view: Window? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var detail: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun UIEventInit(view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): UIEventInit {\n   val o = js(\"({})\")\n   o[\"view\"] = view\n   o[\"detail\"] = detail\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/**\n * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin\n */\npublic external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {\n   open val relatedTarget: EventTarget?\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface FocusEventInit : UIEventInit {\n   var relatedTarget: EventTarget? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun FocusEventInit(relatedTarget: EventTarget? = null, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): FocusEventInit {\n   val o = js(\"({})\")\n   o[\"relatedTarget\"] = relatedTarget\n   o[\"view\"] = view\n   o[\"detail\"] = detail\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/**\n * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin\n */\npublic external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {\n   open val screenX: Int\n   open val screenY: Int\n   open val clientX: Int\n   open val clientY: Int\n   open val ctrlKey: Boolean\n   open val shiftKey: Boolean\n   open val altKey: Boolean\n   open val metaKey: Boolean\n   open val button: Short\n   open val buttons: Short\n   open val relatedTarget: EventTarget?\n   open val region: String?\n   open val pageX: Double\n   open val pageY: Double\n   open val x: Double\n   open val y: Double\n   open val offsetX: Double\n   open val offsetY: Double\n   fun getModifierState(keyArg: String): Boolean\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface MouseEventInit : EventModifierInit {\n   var screenX: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var screenY: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var clientX: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var clientY: Int? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var button: Short? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var buttons: Short? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var relatedTarget: EventTarget? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var region: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",

\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MouseEventInit(screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MouseEventInit {\n val o = js(\"({})\")\n o[\"screenX\"] = screenX\n o[\"screenY\"] = screenY\n o[\"clientX\"] = clientX\n o[\"clientY\"] = clientY\n o[\"button\"] = button\n o[\"buttons\"] = buttons\n o[\"relatedTarget\"] = relatedTarget\n o[\"region\"] = region\n o[\"ctrlKey\"] = ctrlKey\n o[\"shiftKey\"] = shiftKey\n o[\"altKey\"] = altKey\n o[\"metaKey\"] = metaKey\n o[\"modifierAltGraph\"] = modifierAltGraph\n o[\"modifierCapsLock\"] = modifierCapsLock\n o[\"modifierFn\"] = modifierFn\n o[\"modifierFnLock\"] = modifierFnLock\n o[\"modifierHyper\"] = modifierHyper\n o[\"modifierNumLock\"] = modifierNumLock\n o[\"modifierScrollLock\"] = modifierScrollLock\n o[\"modifierSuper\"] = modifierSuper\n o[\"modifierSymbol\"] = modifierSymbol\n o[\"modifierSymbolLock\"] = modifierSymbolLock\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\npublic external interface EventModifierInit : UIEventInit {\n var ctrlKey: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var shiftKey: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var altKey: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var metaKey: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierAltGraph: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierCapsLock: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierFn: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierFnLock: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierHyper: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierNumLock: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierScrollLock: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierSuper: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierSymbol: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var modifierSymbolLock: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventModifierInit(ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): EventModifierInit {\n val o = js(\"({})\")\n o[\"ctrlKey\"] = ctrlKey\n o[\"shiftKey\"] = shiftKey\n o[\"altKey\"] = altKey\n o[\"metaKey\"] = metaKey\n o[\"modifierAltGraph\"] = modifierAltGraph\n o[\"modifierCapsLock\"] = modifierCapsLock\n o[\"modifierFn\"] = modifierFn\n o[\"modifierFnLock\"] = modifierFnLock\n o[\"modifierHyper\"] = modifierHyper\n o[\"modifierNumLock\"] = modifierNumLock\n o[\"modifierScrollLock\"] = modifierScrollLock\n o[\"modifierSuper\"] = modifierSuper\n o[\"modifierSymbol\"] = modifierSymbol\n o[\"modifierSymbolLock\"] = modifierSymbolLock\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin\n */\npublic external open

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class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {\n    open val deltaX: Double\n    open val deltaY: Double\n    open val deltaZ: Double\n    open val deltaMode: Int\n\n    companion object {\n        val DOM_DELTA_PIXEL: Int\n        val DOM_DELTA_LINE: Int\n        val DOM_DELTA_PAGE: Int\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface WheelEventInit : MouseEventInit {\n    var deltaX: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var deltaY: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var deltaZ: Double? /* = 0.0 */\n        get() = definedExternally\n        set(value) = definedExternally\n    var deltaMode: Int? /* = 0 */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WheelEventInit(deltaX: Double? = 0.0, deltaY: Double? = 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): WheelEventInit {\n    val o = js(\"({})\")\n    o[\"deltaX\"] = deltaX\n    o[\"deltaY\"] = deltaY\n    o[\"deltaZ\"] = deltaZ\n    o[\"deltaMode\"] = deltaMode\n    o[\"screenX\"] = screenX\n    o[\"screenY\"] = screenY\n    o[\"clientX\"] = clientX\n    o[\"clientY\"] = clientY\n    o[\"button\"] = button\n    o[\"buttons\"] = buttons\n    o[\"relatedTarget\"] = relatedTarget\n    o[\"region\"] = region\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] = altKey\n    o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n    o[\"modifierCapsLock\"] = modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] = modifierFnLock\n    o[\"modifierHyper\"] = modifierHyper\n    o[\"modifierNumLock\"] = modifierNumLock\n    o[\"modifierScrollLock\"] = modifierScrollLock\n    o[\"modifierSuper\"] = modifierSuper\n    o[\"modifierSymbol\"] = modifierSymbol\n    o[\"modifierSymbolLock\"] = modifierSymbolLock\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin\n */\npublic external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {\n    open val data: String\n    open val isComposing: Boolean\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface InputEventInit : UIEventInit {\n    var data: String? /* = \"\" */\n        get() = definedExternally\n        set(value) = definedExternally\n    var isComposing: Boolean? /* = false */\n        get() = definedExternally\n        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun InputEventInit(data: String? = \"\", isComposing: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): InputEventInit {\n    val o = js(\"({})\")\n    o[\"data\"] = data\n    o[\"isComposing\"] = isComposing\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin\n */\npublic external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {\n    open val key: String\n    open val code: String\n    open val location: Int\n    open val ctrlKey: Boolean\n    open val shiftKey: Boolean\n    open val altKey: Boolean\n    open val metaKey: Boolean\n    open val repeat: Boolean\n    open val isComposing: Boolean\n    open val charCode: Int\n    open val keyCode: Int\n    open val which: Int\n    fun getModifierState(keyArg: String): Boolean\n\n    companion object {\n        val DOM_KEY_LOCATION_STANDARD: Int\n        val DOM_KEY_LOCATION_LEFT: Int\n        val
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DOM_KEY_LOCATION_RIGHT: Int\n val DOM_KEY_LOCATION_NUMPAD: Int\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface KeyboardEventInit : EventModifierInit {\n var key: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var code: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var location: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var repeat: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var isComposing: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun KeyboardEventInit(key: String? = \"\", code: String? = \"\", location: Int? = 0, repeat: Boolean? = false, isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): KeyboardEventInit {\n val o = js(\"({})\")\n o[\"key\"] = key\n o[\"code\"] = code\n o[\"location\"] = location\n o[\"repeat\"] = repeat\n o[\"isComposing\"] = isComposing\n o[\"ctrlKey\"] = ctrlKey\n o[\"shiftKey\"] = shiftKey\n o[\"altKey\"] = altKey\n o[\"metaKey\"] = metaKey\n o[\"modifierAltGraph\"] = modifierAltGraph\n o[\"modifierCapsLock\"] = modifierCapsLock\n o[\"modifierFn\"] = modifierFn\n o[\"modifierFnLock\"] = modifierFnLock\n o[\"modifierHyper\"] = modifierHyper\n o[\"modifierNumLock\"] = modifierNumLock\n o[\"modifierScrollLock\"] = modifierScrollLock\n o[\"modifierSuper\"] = modifierSuper\n o[\"modifierSymbol\"] = modifierSymbol\n o[\"modifierSymbolLock\"] = modifierSymbolLock\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin\n */\npublic external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) : UIEvent {\n open val data: String\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface CompositionEventInit : UIEventInit {\n var data: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CompositionEventInit(data: String? = \"\", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): CompositionEventInit {\n val o = js(\"({})\")\n o[\"data\"] = data\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin\n */\npublic external open class Event(type: String, eventInitDict: EventInit = definedExternally) {\n open val type: String\n open val target: EventTarget?\n open val currentTarget: EventTarget?\n open val eventPhase: Short\n open val bubbles: Boolean\n open val cancelable: Boolean\n open val defaultPrevented: Boolean\n open val composed: Boolean\n open val isTrusted: Boolean\n open val timeStamp: Number\n fun composedPath(): Array<EventTarget>\n fun stopPropagation()\n fun stopImmediatePropagation()\n fun preventDefault()\n fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin\n */\npublic external abstract class EventTarget {\n fun addEventListener(type: String, callback: EventListener?, options: dynamic = definedExternally)\n fun addEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)\n fun removeEventListener(type: String, callback: EventListener?, options: dynamic =

definedExternally)\n   fun removeEventListener(type: String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)\n   fun dispatchEvent(event: Event): Boolean\n}\n\n/**\n * Exposes the JavaScript [EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin\n */\npublic external interface EventListener {\n   fun handleEvent(event: Event)\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.clipboard.*\nimport org.w3c.dom.css.*\nimport org.w3c.dom.encryptedmedia.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.mediacapture.*\nimport org.w3c.dom.mediasource.*\nimport org.w3c.dom.pointerevents.*\nimport org.w3c.dom.svg.*\nimport org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport org.w3c.xhr.*\n\npublic external abstract class HTMLAllCollection {\n   open val length: Int\n   fun item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?\n   fun namedItem(name: String): UnionElementOrHTMLCollection?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin\n */\npublic external abstract class HTMLFormControlsCollection : HTMLCollection\n\n/**\n * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin\n */\npublic external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {\n   open var value: String\n}\n\n/**\n * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin\n */\npublic external abstract class HTMLOptionsCollection : HTMLCollection {\n   override var length: Int\n   open var selectedIndex: Int\n   fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)\n   fun remove(index: Int)\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin\n */\npublic external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers, ElementContentEditable, ElementCSSInlineStyle {\n   open var title: String\n   open var lang: String\n   open var translate: Boolean\n   open var dir: String\n   open val dataset: DOMStringMap\n   open var hidden: Boolean\n   open var tabIndex: Int\n   open var accessKey: String\n   open val accessKeyLabel: String\n   open var draggable: Boolean\n   open val dropzone: DOMTokenList\n   open var contextMenu: HTMLMenuElement?\n   open var spellcheck: Boolean\n   open var innerText: String\n   open val offsetParent: Element?\n   open val offsetTop: Int\n   open val offsetLeft: Int\n   open val offsetWidth: Int\n   open val offsetHeight: Int\n   fun click()\n   fun focus()\n   fun blur()\n   fun forceSpellCheck()\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin\n */\npublic external abstract class HTMLUnknownElement : HTMLElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin\n */\npublic external abstract class DOMStringMap\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }\n\n/**\n * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin\n */\npublic external abstract class HTMLHtmlElement : HTMLElement {\n open var version: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin\n */\npublic external abstract class HTMLHeadElement : HTMLElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin\n */\npublic external abstract class HTMLTitleElement : HTMLElement {\n open var text: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n

val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin\n */\npublic external abstract class HTMLBaseElement : HTMLElement {\n open var href: String\n open var target: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin\n */\npublic external abstract class HTMLLinkElement : HTMLElement, LinkStyle {\n open var href: String\n open var crossOrigin: String?\n open var rel: String\n open var `as`: RequestDestination\n open val relList: DOMTokenList\n open var media: String\n open var nonce: String\n open var hreflang: String\n open var type: String\n open val sizes: DOMTokenList\n open var referrerPolicy: String\n open var charset: String\n open var rev: String\n open var target: String\n open var scope: String\n open var workerType: WorkerType\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin\n */\npublic external abstract class HTMLMetaElement : HTMLElement {\n open var name: String\n open var httpEquiv: String\n open var content: String\n open var scheme: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin\n */\npublic external abstract class HTMLStyleElement : HTMLElement, LinkStyle {\n open var media: String\n open var nonce: String\n open var type: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val

DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin\n */\npublic external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {\n open var text: String\n open var link: String\n open var vLink: String\n open var aLink: String\n open var bgColor: String\n open var background: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin\n */\npublic external abstract class HTMLHeadingElement : HTMLElement {\n open var align: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin\n */\npublic external abstract class HTMLParagraphElement : HTMLElement {\n open var align: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin\n */\npublic external abstract class HTMLHRElement : HTMLElement {\n open var align: String\n open var color: String\n open var noShade: Boolean\n open var size: String\n open var width: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val

DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin\n */\npublic external abstract class HTMLPreElement : HTMLElement {\n open var width: Int\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin\n */\npublic external abstract class HTMLQuoteElement : HTMLElement {\n open var cite: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin\n */\npublic external abstract class HTMLOListElement : HTMLElement {\n open var reversed: Boolean\n open var start: Int\n open var type: String\n open var compact: Boolean\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin\n */\npublic external abstract class HTMLUListElement : HTMLElement {\n open var compact: Boolean\n open var type: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin\n */\npublic
external abstract class HTMLLIElement : HTMLElement {\n    open var value: Int\n    open var type: String\n\n
companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin\n */\npublic
external abstract class HTMLDListElement : HTMLElement {\n    open var compact: Boolean\n\n    companion
object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE:
Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin\n */\npublic
external abstract class HTMLDivElement : HTMLElement {\n    open var align: String\n\n    companion object {\n
    val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin\n
*/\npublic external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {\n    open
var target: String\n    open var download: String\n    open var ping: String\n    open var rel: String\n    open val
relList: DOMTokenList\n    open var hreflang: String\n    open var type: String\n    open var text: String\n    open
var referrerPolicy: String\n    open var coords: String\n    open var charset: String\n    open var name: String\n
open var rev: String\n    open var shape: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
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val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin\n */\npublic external abstract class HTMLDataElement : HTMLElement {\n open var value: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin\n */\npublic external abstract class HTMLTimeElement : HTMLElement {\n open var dateTime: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin\n */\npublic external abstract class HTMLSpanElement : HTMLElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin\n */\npublic external abstract class HTMLBRElement : HTMLElement {\n open var clear: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin\n */\npublic external interface HTMLHyperlinkElementUtils {\n var href: String\n val origin: String\n

var protocol: String\n var username: String\n var password: String\n var host: String\n var hostname: String\n var port: String\n var pathname: String\n var search: String\n var hash: String\n}\n\n/**\n * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin\n */\npublic external abstract class HTMLModElement : HTMLElement {\n open var cite: String\n open var dateTime: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin\n */\npublic external abstract class HTMLPictureElement : HTMLElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin\n */\npublic external abstract class HTMLSourceElement : HTMLElement {\n open var src: String\n open var type: String\n open var srcset: String\n open var sizes: String\n open var media: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin\n */\npublic external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement, TexImageSource {\n open var alt: String\n open var src: String\n open var srcset: String\n open var sizes: String\n open var crossOrigin: String?\n open var useMap: String\n open var isMap: Boolean\n open var width: Int\n open var height: Int\n open val naturalWidth: Int\n open val naturalHeight: Int\n open val complete: Boolean\n open val currentSrc: String\n open var referrerPolicy: String\n open var name: String\n open var lowsrc: String\n open var align: String\n open var hspace: Int\n open var vspace: Int\n open var longDesc: String\n open var border: String\n open val x: Int\n open val y: Int\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val

DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin\n */\npublic external abstract class HTMLIFrameElement : HTMLElement {\n open var src: String\n open var srcdoc: String\n open var name: String\n open val sandbox: DOMTokenList\n open var allowFullscreen: Boolean\n open var allowUserMedia: Boolean\n open var width: String\n open var height: String\n open var referrerPolicy: String\n open val contentDocument: Document?\n open val contentWindow: Window?\n open var align: String\n open var scrolling: String\n open var frameBorder: String\n open var longDesc: String\n open var marginHeight: String\n open var marginWidth: String\n fun getSVGDocument(): Document?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin\n */\npublic external abstract class HTMLEmbedElement : HTMLElement {\n open var src: String\n open var type: String\n open var width: String\n open var height: String\n open var align: String\n open var name: String\n fun getSVGDocument(): Document?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin\n */\npublic external abstract class HTMLObjectElement : HTMLElement {\n open var data: String\n open var type: String\n open var typeMustMatch: Boolean\n open var name: String\n open var useMap: String\n open val form: HTMLFormElement?\n open var width: String\n open var height: String\n open val contentDocument: Document?\n open val contentWindow: Window?\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open var align: String\n open var archive: String\n open var code: String\n open var declare: Boolean\n open var hspace: Int\n open var standby: String\n open var vspace: Int\n open var codeBase: String\n open var codeType: String\n open var border: String\n fun getSVGDocument(): Document?\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val

DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin\n */\npublic external abstract class HTMLParamElement : HTMLElement {\n open var name: String\n open var value: String\n open var type: String\n open var valueType: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin\n */\npublic external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {\n open var width: Int\n open var height: Int\n open val videoWidth: Int\n open val videoHeight: Int\n open var poster: String\n open var playsInline: Boolean\n\n companion object {\n val NETWORK_EMPTY: Short\n val NETWORK_IDLE: Short\n val NETWORK_LOADING: Short\n val NETWORK_NO_SOURCE: Short\n val HAVE_NOTHING: Short\n val HAVE_METADATA: Short\n val HAVE_CURRENT_DATA: Short\n val HAVE_FUTURE_DATA: Short\n val HAVE_ENOUGH_DATA: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin\n */\npublic external abstract class HTMLAudioElement : HTMLMediaElement {\n companion object {\n val NETWORK_EMPTY: Short\n val NETWORK_IDLE: Short\n val NETWORK_LOADING: Short\n val NETWORK_NO_SOURCE: Short\n val HAVE_NOTHING: Short\n val HAVE_METADATA: Short\n val HAVE_CURRENT_DATA: Short\n val HAVE_FUTURE_DATA: Short\n val HAVE_ENOUGH_DATA: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript

[HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin\n */\npublic external abstract class HTMLTrackElement : HTMLElement {\n open var kind: String\n open var src: String\n open var srclang: String\n open var label: String\n open var default: Boolean\n open val readyState: Short\n open val track: TextTrack\n\n companion object {\n val NONE: Short\n val LOADING: Short\n val LOADED: Short\n val ERROR: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin\n */\npublic external abstract class HTMLMediaElement : HTMLElement {\n open val error: MediaError?\n open var src: String\n open var srcObject: MediaProvider?\n open val currentSrc: String\n open var crossOrigin: String?\n open val networkState: Short\n open var preload: String\n open val buffered: TimeRanges\n open val readyState: Short\n open val seeking: Boolean\n open var currentTime: Double\n open val duration: Double\n open val paused: Boolean\n open var defaultPlaybackRate: Double\n open var playbackRate: Double\n open val played: TimeRanges\n open val seekable: TimeRanges\n open val ended: Boolean\n open var autoplay: Boolean\n open var loop: Boolean\n open var controls: Boolean\n open var volume: Double\n open var muted: Boolean\n open var defaultMuted: Boolean\n open val audioTracks: AudioTrackList\n open val videoTracks: VideoTrackList\n open val textTracks: TextTrackList\n open val mediaKeys: MediaKeys?\n open var onencrypted: ((Event) -> dynamic)?\n open var onwaitingforkey: ((Event) -> dynamic)?\n fun load()\n fun canPlayType(type: String): CanPlayTypeResult\n fun fastSeek(time: Double)\n fun getStartDate(): dynamic\n fun play(): Promise<Unit>\n fun pause()\n fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack\n fun setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>\n\n companion object {\n val NETWORK_EMPTY: Short\n val NETWORK_IDLE: Short\n val NETWORK_LOADING: Short\n val NETWORK_NO_SOURCE: Short\n val HAVE_NOTHING: Short\n val HAVE_METADATA: Short\n val HAVE_CURRENT_DATA: Short\n val HAVE_FUTURE_DATA: Short\n val HAVE_ENOUGH_DATA: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin\n */\npublic external abstract class MediaError {\n open val code: Short\n\n companion object {\n val MEDIA_ERR_ABORTED: Short\n val MEDIA_ERR_NETWORK: Short\n val MEDIA_ERR_DECODE: Short\n val MEDIA_ERR_SRC_NOT_SUPPORTED: Short\n }\n}\n\n/**\n * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin\n */\npublic external abstract class AudioTrackList : EventTarget {\n open val length: Int\n open var onchange: ((Event) -> dynamic)?\n open var onaddtrack: ((TrackEvent) -> dynamic)?\n open var onremovetrack: ((TrackEvent) ->

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dynamic)?\n    fun getTrackById(id: String): AudioTrack?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun AudioTrackList.get(index:
Int): AudioTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin\n */\npublic external abstract
class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n    open val id: String\n    open val kind:
String\n    open val label: String\n    open val language: String\n    open var enabled: Boolean\n    open val
sourceBuffer: SourceBuffer?\n}\n\n/**\n * Exposes the JavaScript
[VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin\n */\npublic external
abstract class VideoTrackList : EventTarget {\n    open val length: Int\n    open val selectedIndex: Int\n    open var
onchange: ((Event) -> dynamic)?\n    open var onaddtrack: ((TrackEvent) -> dynamic)?\n    open var
onremovetrack: ((TrackEvent) -> dynamic)?\n    fun getTrackById(id: String):
VideoTrack?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun VideoTrackList.get(index:
Int): VideoTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin\n */\npublic external abstract
class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {\n    open val id: String\n    open val kind:
String\n    open val label: String\n    open val language: String\n    open var selected: Boolean\n    open val
sourceBuffer: SourceBuffer?\n}\n\npublic external abstract class TextTrackList : EventTarget {\n    open val length:
Int\n    open var onchange: ((Event) -> dynamic)?\n    open var onaddtrack: ((TrackEvent) -> dynamic)?\n    open
var onremovetrack: ((TrackEvent) -> dynamic)?\n    fun getTrackById(id: String):
TextTrack?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun TextTrackList.get(index: Int):
TextTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin\n */\npublic external abstract
class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {\n    open val kind: TextTrackKind\n
open val label: String\n    open val language: String\n    open val id: String\n    open val
inBandMetadataTrackDispatchType: String\n    open var mode: TextTrackMode\n    open val cues:
TextTrackCueList?\n    open val activeCues: TextTrackCueList?\n    open var oncuechange: ((Event) ->
dynamic)?\n    open val sourceBuffer: SourceBuffer?\n    fun addCue(cue: TextTrackCue)\n    fun removeCue(cue:
TextTrackCue)\n}\n\npublic external abstract class TextTrackCueList {\n    open val length: Int\n    fun
getCueById(id: String): TextTrackCue?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun TextTrackCueList.get(index:
Int): TextTrackCue? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin\n */\npublic external
abstract class TextTrackCue : EventTarget {\n    open val track: TextTrack?\n    open var id: String\n    open var
startTime: Double\n    open var endTime: Double\n    open var pauseOnExit: Boolean\n    open var onenter: ((Event)
-> dynamic)?\n    open var onexit: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin\n */\npublic external abstract
class TimeRanges {\n    open val length: Int\n    fun start(index: Int): Double\n    fun end(index: Int):
Double\n}\n\n/**\n * Exposes the JavaScript
[TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin\n */\npublic external open class
TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {\n    open val track:
UnionAudioTrackOrTextTrackOrVideoTrack?\n\n    companion object {\n        val NONE: Short\n        val
CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface TrackEventInit : EventInit {\n    var track:
UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun TrackEventInit(track:
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UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): TrackEventInit {\n   val o = js(\"({})\")\n   o[\"track\"] = track\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/**\n * Exposes the JavaScript [HTMLMapElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMapElement) to Kotlin\n */\npublic external abstract class HTMLMapElement : HTMLElement {\n   open var name: String\n   open val areas: HTMLCollection\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin\n */\npublic external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {\n   open var alt: String\n   open var coords: String\n   open var shape: String\n   open var target: String\n   open var download: String\n   open var ping: String\n   open var rel: String\n   open val relList: DOMTokenList\n   open var referrerPolicy: String\n   open var noHref: Boolean\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin\n */\npublic external abstract class HTMLTableElement : HTMLElement {\n   open var caption: HTMLTableCaptionElement?\n   open var tHead: HTMLTableSectionElement?\n   open var tFoot: HTMLTableSectionElement?\n   open val tBodies: HTMLCollection\n   open val rows: HTMLCollection\n   open var align: String\n   open var border: String\n   open var frame: String\n   open var rules: String\n   open var summary: String\n   open var width: String\n   open var bgColor: String\n   open var cellPadding: String\n   open var cellSpacing: String\n   fun createCaption(): HTMLTableCaptionElement\n   fun deleteCaption()\n   fun createTHead(): HTMLTableSectionElement\n   fun deleteTHead()\n   fun createTFoot(): HTMLTableSectionElement\n   fun deleteTFoot()\n   fun createTBody(): HTMLTableSectionElement\n   fun insertRow(index: Int = definedExternally): HTMLTableRowElement\n   fun deleteRow(index: Int)\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript

[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin\n */\npublic external abstract class HTMLTableCaptionElement : HTMLElement {\n open var align: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin\n */\npublic external abstract class HTMLTableColElement : HTMLElement {\n open var span: Int\n open var align: String\n open var ch: String\n open var chOff: String\n open var vAlign: String\n open var width: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin\n */\npublic external abstract class HTMLTableSectionElement : HTMLElement {\n open val rows: HTMLCollection\n open var align: String\n open var ch: String\n open var chOff: String\n open var vAlign: String\n fun insertRow(index: Int = definedExternally): HTMLElement\n fun deleteRow(index: Int)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin\n */\npublic external abstract class HTMLTableRowElement : HTMLElement {\n open val rowIndex: Int\n open val sectionRowIndex: Int\n open val cells: HTMLCollection\n open var align: String\n open var ch: String\n open var chOff: String\n open var vAlign: String\n open var bgColor: String\n fun insertCell(index: Int = definedExternally): HTMLElement\n fun deleteCell(index: Int)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin\n
*/\npublic external abstract class HTMLTableCellElement : HTMLElement {\n    open var colSpan: Int\n    open var
rowSpan: Int\n    open var headers: String\n    open val cellIndex: Int\n    open var scope: String\n    open var abbr:
String\n    open var align: String\n    open var axis: String\n    open var height: String\n    open var width: String\n
open var ch: String\n    open var chOff: String\n    open var noWrap: Boolean\n    open var vAlign: String\n    open
var bgColor: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin\n */\npublic
external abstract class HTMLFormElement : HTMLElement {\n    open var acceptCharset: String\n    open var
action: String\n    open var autocomplete: String\n    open var enctype: String\n    open var encoding: String\n    open
var method: String\n    open var name: String\n    open var noValidate: Boolean\n    open var target: String\n    open
val elements: HTMLFormControlsCollection\n    open val length: Int\n    fun submit()\n    fun reset()\n    fun
checkValidity(): Boolean\n    fun reportValidity(): Boolean\n\n    companion object {\n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLFormElement.get(index: Int): Element? =
asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]\n\n/**\n * Exposes
the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to
Kotlin\n */\npublic external abstract class HTMLLabelElement : HTMLElement {\n    open val form:
HTMLFormElement?\n    open var htmlFor: String\n    open val control: HTMLElement?\n\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
```

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin\n */\npublic
external abstract class HTMLInputElement : HTMLElement {\n    open var accept: String\n    open var alt: String\n
open var autocomplete: String\n    open var autofocus: Boolean\n    open var defaultChecked: Boolean\n    open var
checked: Boolean\n    open var dirName: String\n    open var disabled: Boolean\n    open val form:
HTMLFormElement?\n    open val files: FileList?\n    open var formAction: String\n    open var formEnctype:
String\n    open var formMethod: String\n    open var formNoValidate: Boolean\n    open var formTarget: String\n
open var height: Int\n    open var indeterminate: Boolean\n    open var inputMode: String\n    open val list:
HTMLElement?\n    open var max: String\n    open var maxLength: Int\n    open var min: String\n    open var
minLength: Int\n    open var multiple: Boolean\n    open var name: String\n    open var pattern: String\n    open var
placeholder: String\n    open var readOnly: Boolean\n    open var required: Boolean\n    open var size: Int\n    open
var src: String\n    open var step: String\n    open var type: String\n    open var defaultValue: String\n    open var
value: String\n    open var valueAsDate: dynamic\n    open var valueAsNumber: Double\n    open var width: Int\n
open val willValidate: Boolean\n    open val validity: ValidityState\n    open val validationMessage: String\n    open
val labels: NodeList\n    open var selectionStart: Int?\n    open var selectionEnd: Int?\n    open var
selectionDirection: String?\n    open var align: String\n    open var useMap: String\n    fun stepUp(n: Int =
definedExternally)\n    fun stepDown(n: Int = definedExternally)\n    fun checkValidity(): Boolean\n    fun
reportValidity(): Boolean\n    fun setCustomValidity(error: String)\n    fun select()\n    fun
setRangeText(replacement: String)\n    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode:
SelectionMode = definedExternally)\n    fun setSelectionRange(start: Int, end: Int, direction: String =
definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin\n
*/\npublic external abstract class HTMLButtonElement : HTMLElement {\n    open var autofocus: Boolean\n
open var disabled: Boolean\n    open val form: HTMLFormElement?\n    open var formAction: String\n    open var
formEnctype: String\n    open var formMethod: String\n    open var formNoValidate: Boolean\n    open var
formTarget: String\n    open var name: String\n    open var type: String\n    open var value: String\n    open var
menu: HTMLMenuElement?\n    open val willValidate: Boolean\n    open val validity: ValidityState\n    open val
validationMessage: String\n    open val labels: NodeList\n    fun checkValidity(): Boolean\n    fun reportValidity():
Boolean\n    fun setCustomValidity(error: String)\n\n    companion object {\n        val ELEMENT_NODE: Short\n
    val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
    val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
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[HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin\n */\npublic external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {\n   open var autocomplete: String\n   open var autofocus: Boolean\n   open var disabled: Boolean\n   open val form: HTMLFormElement?\n   open var multiple: Boolean\n   open var name: String\n   open var required: Boolean\n   open var size: Int\n   open val type: String\n   open val options: HTMLOptionsCollection\n   override var length: Int\n   open val selectedOptions: HTMLCollection\n   open var selectedIndex: Int\n   open var value: String\n   open val willValidate: Boolean\n   open val validity: ValidityState\n   open val validationMessage: String\n   open val labels: NodeList\n   fun namedItem(name: String): HTMLOptionElement?\n   fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)\n   fun remove(index: Int)\n   fun checkValidity(): Boolean\n   fun reportValidity(): Boolean\n   fun setCustomValidity(error: String)\n   override fun item(index: Int): Element?\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n * Exposes the JavaScript [HTMLDataListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin\n */\npublic external abstract class HTMLDataListElement : HTMLElement {\n   open val options: HTMLCollection\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [HTMLOptGroupElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptGroupElement) to Kotlin\n */\npublic external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {\n   open var disabled: Boolean\n   open var label: String\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n

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    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin\n
*/\npublic external abstract class HTMLOptionElement : HTMLElement,
UnionHTMLOptGroupElementOrHTMLOptionElement {\n    open var disabled: Boolean\n    open val form:
HTMLFormElement?\n    open var label: String\n    open var defaultSelected: Boolean\n    open var selected:
Boolean\n    open var value: String\n    open var text: String\n    open val index: Int\n\n    companion object {\n
val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin\n
*/\npublic external abstract class HTMLTextAreaElement : HTMLElement {\n    open var autocomplete: String\n
open var autofocus: Boolean\n    open var cols: Int\n    open var dirName: String\n    open var disabled: Boolean\n
open val form: HTMLFormElement?\n    open var inputMode: String\n    open var maxLength: Int\n    open var
minLength: Int\n    open var name: String\n    open var placeholder: String\n    open var readOnly: Boolean\n    open
var required: Boolean\n    open var rows: Int\n    open var wrap: String\n    open val type: String\n    open var
defaultValue: String\n    open var value: String\n    open val textLength: Int\n    open val willValidate: Boolean\n
open val validity: ValidityState\n    open val validationMessage: String\n    open val labels: NodeList\n    open var
selectionStart: Int?\n    open var selectionEnd: Int?\n    open var selectionDirection: String?\n    fun checkValidity():
Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error: String)\n    fun select()\n    fun
setRangeText(replacement: String)\n    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode:
SelectionMode = definedExternally)\n    fun setSelectionRange(start: Int, end: Int, direction: String =
definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin\n
*/\npublic external abstract class HTMLKeygenElement : HTMLElement {\n    open var autofocus: Boolean\n
open var challenge: String\n    open var disabled: Boolean\n    open val form: HTMLFormElement?\n    open var
keytype: String\n    open var name: String\n    open val type: String\n    open val willValidate: Boolean\n    open val
validity: ValidityState\n    open val validationMessage: String\n    open val labels: NodeList\n    fun checkValidity():
Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error: String)\n\n    companion object {\n
val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
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DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin\n */\npublic external abstract class HTMLOutputElement : HTMLElement {\n open val htmlFor: DOMTokenList\n open val form: HTMLFormElement?\n open var name: String\n open val type: String\n open var defaultValue: String\n open var value: String\n open val willValidate: Boolean\n open val validity: ValidityState\n open val validationMessage: String\n open val labels: NodeList\n fun checkValidity(): Boolean\n fun reportValidity(): Boolean\n fun setCustomValidity(error: String)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLProgressElement](https://developer.mozilla.org/en/docs/Web/API/HTMLProgressElement) to Kotlin\n */\npublic external abstract class HTMLProgressElement : HTMLElement {\n open var value: Double\n open var max: Double\n open val position: Double\n open val labels: NodeList\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin\n */\npublic external abstract class HTMLMeterElement : HTMLElement {\n open var value: Double\n open var min: Double\n open var max: Double\n open var low: Double\n open var high: Double\n open var optimum: Double\n open val labels: NodeList\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin\n */\npublic external abstract class HTMLFieldSetElement : HTMLElement {\n open var disabled: Boolean\n

open val form: HTMLFormElement?\n   open var name: String\n   open val type: String\n   open val elements: HTMLCollection\n   open val willValidate: Boolean\n   open val validity: ValidityState\n   open val validationMessage: String\n   fun checkValidity(): Boolean\n   fun reportValidity(): Boolean\n   fun setCustomValidity(error: String)\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin\n */\npublic external abstract class HTMLLegendElement : HTMLElement {\n   open val form: HTMLFormElement?\n   open var align: String\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin\n */\npublic external abstract class ValidityState {\n   open val valueMissing: Boolean\n   open val typeMismatch: Boolean\n   open val patternMismatch: Boolean\n   open val tooLong: Boolean\n   open val tooShort: Boolean\n   open val rangeUnderflow: Boolean\n   open val rangeOverflow: Boolean\n   open val stepMismatch: Boolean\n   open val badInput: Boolean\n   open val customError: Boolean\n   open val valid: Boolean\n}\n\n/**\n * Exposes the JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin\n */\npublic external abstract class HTMLDetailsElement : HTMLElement {\n   open var open: Boolean\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\npublic external abstract class HTMLMenuElement : HTMLElement {\n   open var type: String\n   open var label: String\n   open var compact: Boolean\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n

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    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external abstract class
HTMLMenuItemElement : HTMLElement {\n    open var type: String\n    open var label: String\n    open var icon:
String\n    open var disabled: Boolean\n    open var checked: Boolean\n    open var radiogroup: String\n    open var
default: Boolean\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external open class
RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {\n    open val
relatedTarget: EventTarget?\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE:
Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface
RelatedEventInit : EventInit {\n    var relatedTarget: EventTarget? /* = null */\n        get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun RelatedEventInit(relatedTarget:
EventTarget? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
RelatedEventInit {\n    val o = js(\"({})\")\n    o[\"relatedTarget\"] = relatedTarget\n    o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin\n
*/\npublic external abstract class HTMLDialogElement : HTMLElement {\n    open var open: Boolean\n    open var
returnValue: String\n    fun show(anchor: UnionElementOrMouseEvent = definedExternally)\n    fun
showModal(anchor: UnionElementOrMouseEvent = definedExternally)\n    fun close(returnValue: String =
definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin\n */\npublic
external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {\n    open var src:
String\n    open var type: String\n    open var charset: String\n    open var async: Boolean\n    open var defer:
Boolean\n    open var crossOrigin: String?\n    open var text: String\n    open var nonce: String\n    open var event:
String\n    open var htmlFor: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
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DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin\n */\npublic external abstract class HTMLTemplateElement : HTMLElement {\n open val content: DocumentFragment\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin\n */\npublic external abstract class HTMLSlotElement : HTMLElement {\n open var name: String\n fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface AssignedNodesOptions {\n var flatten: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {\n val o = js(\"({})\")\n o[\"flatten\"] = flatten\n return o\n}\n\n/**\n * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin\n */\npublic external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {\n open var width: Int\n open var height: Int\n fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?\n fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String\n fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface

CanvasRenderingContext2DSettings {\n   var alpha: Boolean? /* = true */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {\n   val o = js(\"({})\")\n   o[\"alpha\"] = alpha\n   return o\n}\n\n/**\n * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin\n */\npublic external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {\n   open val canvas: HTMLCanvasElement\n}\n\npublic external interface CanvasState {\n   fun save()\n   fun restore()\n}\n\npublic external interface CanvasTransform {\n   fun scale(x: Double, y: Double)\n   fun rotate(angle: Double)\n   fun translate(x: Double, y: Double)\n   fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)\n   fun getTransform(): DOMMatrix\n   fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)\n   fun setTransform(transform: dynamic = definedExternally)\n   fun resetTransform()\n}\n\npublic external interface CanvasCompositing {\n   var globalAlpha: Double\n   var globalCompositeOperation: String\n}\n\npublic external interface CanvasImageSmoothing {\n   var imageSmoothingEnabled: Boolean\n   var imageSmoothingQuality: ImageSmoothingQuality\n}\n\npublic external interface CanvasFillStrokeStyles {\n   var strokeStyle: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var fillStyle: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient\n   fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient\n   fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern?\n}\n\npublic external interface CanvasShadowStyles {\n   var shadowOffsetX: Double\n   var shadowOffsetY: Double\n   var shadowBlur: Double\n   var shadowColor: String\n}\n\npublic external interface CanvasFilters {\n   var filter: String\n}\n\npublic external interface CanvasRect {\n   fun clearRect(x: Double, y: Double, w: Double, h: Double)\n   fun fillRect(x: Double, y: Double, w: Double, h: Double)\n   fun strokeRect(x: Double, y: Double, w: Double, h: Double)\n}\n\npublic external interface CanvasDrawPath {\n   fun beginPath()\n   fun fill(fillRule: CanvasFillRule = definedExternally)\n   fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n   fun stroke()\n   fun stroke(path: Path2D)\n   fun clip(fillRule: CanvasFillRule = definedExternally)\n   fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)\n   fun resetClip()\n   fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n   fun isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean\n   fun isPointInStroke(x: Double, y: Double): Boolean\n   fun isPointInStroke(path: Path2D, x: Double, y: Double): Boolean\n}\n\npublic external interface CanvasUserInterface {\n   fun drawFocusIfNeeded(element: Element)\n   fun drawFocusIfNeeded(path: Path2D, element: Element)\n   fun scrollPathIntoView()\n   fun scrollPathIntoView(path: Path2D)\n}\n\npublic external interface CanvasText {\n   fun fillText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)\n   fun strokeText(text: String, x: Double, y: Double, maxWidth: Double = definedExternally)\n   fun measureText(text: String): TextMetrics\n}\n\npublic external interface CanvasDrawImage {\n   fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)\n   fun drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)\n   fun drawImage(image: CanvasImageSource, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double, dw: Double, dh: Double)\n}\n\npublic external interface CanvasHitRegion {\n   fun addHitRegion(options: HitRegionOptions = definedExternally)\n   fun removeHitRegion(id: String)\n   fun clearHitRegions()\n}\n\npublic external interface CanvasImageData {\n   fun createImageData(sw: Double, sh: Double): ImageData\n   fun createImageData(imagedata: ImageData): ImageData\n   fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData\n   fun putImageData(imagedata: ImageData, dx: Double, dy: Double)\n   fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double, dirtyHeight: Double)\n}\n\npublic

external interface CanvasPathDrawingStyles {\n var lineWidth: Double\n var lineCap: CanvasLineCap\n var lineJoin: CanvasLineJoin\n var miterLimit: Double\n var lineDashOffset: Double\n fun setLineDash(segments: Array<Double>)\n fun getLineDash(): Array<Double>\n}\n\npublic external interface CanvasTextDrawingStyles {\n var font: String\n var textAlign: CanvasTextAlign\n var textBaseline: CanvasTextBaseline\n var direction: CanvasDirection\n}\n\npublic external interface CanvasPath {\n fun closePath()\n fun moveTo(x: Double, y: Double)\n fun lineTo(x: Double, y: Double)\n fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)\n fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)\n fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n fun rect(x: Double, y: Double, w: Double, h: Double)\n fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)\n fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin\n */\npublic external abstract class CanvasGradient {\n fun addColorStop(offset: Double, color: String)\n}\n\n/**\n * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin\n */\npublic external abstract class CanvasPattern {\n fun setTransform(transform: dynamic = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin\n */\npublic external abstract class TextMetrics {\n open val width: Double\n open val actualBoundingBoxLeft: Double\n open val actualBoundingBoxRight: Double\n open val fontBoundingBoxAscent: Double\n open val fontBoundingBoxDescent: Double\n open val actualBoundingBoxAscent: Double\n open val actualBoundingBoxDescent: Double\n open val emHeightAscent: Double\n open val emHeightDescent: Double\n open val hangingBaseline: Double\n open val alphabeticBaseline: Double\n open val ideographicBaseline: Double\n}\n\npublic external interface HitRegionOptions {\n var path: Path2D? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */\n get() = definedExternally\n set(value) = definedExternally\n var id: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var parentID: String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var cursor: String? /* = \"inherit\" */\n get() = definedExternally\n set(value) = definedExternally\n var control: Element? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var label: String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var role: String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun HitRegionOptions(path: Path2D? = null, fillRule: CanvasFillRule? = CanvasFillRule.NONZERO, id: String? = \"\", parentID: String? = null, cursor: String? = \"inherit\", control: Element? = null, label: String? = null, role: String? = null): HitRegionOptions {\n val o = js(\"({})\")\n o[\"path\"] = path\n o[\"fillRule\"] = fillRule\n o[\"id\"] = id\n o[\"parentID\"] = parentID\n o[\"cursor\"] = cursor\n o[\"control\"] = control\n o[\"label\"] = label\n o[\"role\"] = role\n return o\n}\n\n/**\n * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin\n */\npublic external open class ImageData : ImageBitmapSource, TexImageSource {\n constructor(sw: Int, sh: Int)\n constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)\n open val width: Int\n open val height: Int\n open val data: Uint8ClampedArray\n}\n\n/**\n * Exposes the JavaScript [Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin\n */\npublic external open class Path2D() : CanvasPath {\n constructor(path: Path2D)\n constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)\n constructor(d: String)\n fun addPath(path: Path2D, transform: dynamic = definedExternally)\n override fun closePath()\n override fun moveTo(x: Double, y: Double)\n override fun lineTo(x: Double, y: Double)\n override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)\n override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)\n override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n override fun arcTo(x1:

Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n   override fun rect(x: Double, y: Double, w: Double, h: Double)\n   override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)\n   override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)\n}\n\n/**\n * Exposes the JavaScript [ImageBitmapRenderingContext](https://developer.mozilla.org/en/docs/Web/API/ImageBitmapRenderingContext) to Kotlin\n */\npublic external abstract class ImageBitmapRenderingContext {\n   open val canvas: HTMLCanvasElement\n   fun transferFromImageBitmap(bitmap: ImageBitmap?)\n}\n\npublic external interface ImageBitmapRenderingContextSettings {\n   var alpha: Boolean? /* = true */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ImageBitmapRenderingContextSettings(alpha: Boolean? = true): ImageBitmapRenderingContextSettings {\n   val o = js(\"({})\")\n   o[\"alpha\"] = alpha\n   return o\n}\n\n/**\n * Exposes the JavaScript [CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin\n */\npublic external abstract class CustomElementRegistry {\n   fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)\n   fun get(name: String): Any?\n   fun whenDefined(name: String): Promise<Unit>\n}\n\npublic external interface ElementDefinitionOptions {\n   var extends: String?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {\n   val o = js(\"({})\")\n   o[\"extends\"] = extends\n   return o\n}\n\npublic external interface ElementContentEditable {\n   var contentEditable: String\n   val isContentEditable: Boolean\n}\n\n/**\n * Exposes the JavaScript [DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin\n */\npublic external abstract class DataTransfer {\n   open var dropEffect: String\n   open var effectAllowed: String\n   open val items: DataTransferItemList\n   open val types: Array<out String>\n   open val files: FileList\n   fun setDragImage(image: Element, x: Int, y: Int)\n   fun getData(format: String): String\n   fun setData(format: String, data: String)\n   fun clearData(format: String = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin\n */\npublic external abstract class DataTransferItemList {\n   open val length: Int\n   fun add(data: String, type: String): DataTransferItem?\n   fun add(data: File): DataTransferItem?\n   fun remove(index: Int)\n   fun clear()\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin\n */\npublic external abstract class DataTransferItem {\n   open val kind: String\n   open val type: String\n   fun getAsString(_callback: ((String) -> Unit)?)\n   fun getAsFile(): File?\n}\n\n/**\n * Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin\n */\npublic external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {\n   open val dataTransfer: DataTransfer?\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface DragEventInit : MouseEventInit {\n   var dataTransfer: DataTransfer? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun DragEventInit(dataTransfer: DataTransfer? = null, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false,

modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): DragEventInit {\n val o = js(\"({})\")\n o[\"dataTransfer\"] = dataTransfer\n o[\"screenX\"] = screenX\n o[\"screenY\"] = screenY\n o[\"clientX\"] = clientX\n o[\"clientY\"] = clientY\n o[\"button\"] = button\n o[\"buttons\"] = buttons\n o[\"relatedTarget\"] = relatedTarget\n o[\"region\"] = region\n o[\"ctrlKey\"] = ctrlKey\n o[\"shiftKey\"] = shiftKey\n o[\"altKey\"] = altKey\n o[\"metaKey\"] = metaKey\n o[\"modifierAltGraph\"] = modifierAltGraph\n o[\"modifierCapsLock\"] = modifierCapsLock\n o[\"modifierFn\"] = modifierFn\n o[\"modifierFnLock\"] = modifierFnLock\n o[\"modifierHyper\"] = modifierHyper\n o[\"modifierNumLock\"] = modifierNumLock\n o[\"modifierScrollLock\"] = modifierScrollLock\n o[\"modifierSuper\"] = modifierSuper\n o[\"modifierSymbol\"] = modifierSymbol\n o[\"modifierSymbolLock\"] = modifierSymbolLock\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin\n */\npublic external abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {\n open val window: Window\n open val self: Window\n open val document: Document\n open var name: String\n open val location: Location\n open val history: History\n open val customElements: CustomElementRegistry\n open val locationbar: BarProp\n open val menubar: BarProp\n open val personalbar: BarProp\n open val scrollbars: BarProp\n open val statusbar: BarProp\n open val toolbar: BarProp\n open var status: String\n open val closed: Boolean\n open val frames: Window\n open val length: Int\n open val top: Window\n open var opener: Any?\n open val parent: Window\n open val frameElement: Element?\n open val navigator: Navigator\n open val applicationCache: ApplicationCache\n open val external: External\n open val screen: Screen\n open val innerWidth: Int\n open val innerHeight: Int\n open val scrollX: Double\n open val pageXOffset: Double\n open val scrollY: Double\n open val pageYOffset: Double\n open val screenX: Int\n open val screenY: Int\n open val outerWidth: Int\n open val outerHeight: Int\n open val devicePixelRatio: Double\n fun close()\n fun stop()\n fun focus()\n fun blur()\n fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally): Window?\n fun alert()\n fun alert(message: String)\n fun confirm(message: String = definedExternally): Boolean\n fun prompt(message: String = definedExternally, default: String = definedExternally): String?\n fun print()\n fun requestAnimationFrame(callback: (Double) -> Unit): Int\n fun cancelAnimationFrame(handle: Int)\n fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)\n fun captureEvents()\n fun releaseEvents()\n fun matchMedia(query: String): MediaQueryList\n fun moveTo(x: Int, y: Int)\n fun moveBy(x: Int, y: Int)\n fun resizeTo(x: Int, y: Int)\n fun resizeBy(x: Int, y: Int)\n fun scroll(options: ScrollToOptions = definedExternally)\n fun scroll(x: Double, y: Double)\n fun scrollTo(options: ScrollToOptions = definedExternally)\n fun scrollTo(x: Double, y: Double)\n fun scrollBy(options: ScrollToOptions = definedExternally)\n fun scrollBy(x: Double, y: Double)\n fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally): CSSStyleDeclaration\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Window.get(name: String): dynamic = asDynamic()[name]\n\npublic external abstract class BarProp {\n open val visible: Boolean\n}\n\n/**\n * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin\n */\npublic external abstract class History {\n open val length: Int\n open var scrollRestoration: ScrollRestoration\n open val state: Any?\n fun go(delta: Int = definedExternally)\n fun back()\n fun forward()\n fun pushState(data: Any?, title: String, url: String? = definedExternally)\n fun replaceState(data: Any?, title: String, url: String? = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin\n */\npublic external abstract class Location {\n open var href: String\n open val origin: String\n open var protocol: String\n open var host:

String\n open var hostname: String\n open var port: String\n open var pathname: String\n open var search: String\n open var hash: String\n open val ancestorOrigins: Array<out String>\n fun assign(url: String)\n fun replace(url: String)\n fun reload()\n}\n\n/**\n * Exposes the JavaScript [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin\n */\npublic external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {\n open val state: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface PopStateEventInit : EventInit {\n var state: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PopStateEventInit(state: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PopStateEventInit {\n val o = js(\"({})\")\n o[\"state\"] = state\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin\n */\npublic external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) : Event {\n open val oldURL: String\n open val newURL: String\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface HashChangeEventInit : EventInit {\n var oldURL: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var newURL: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun HashChangeEventInit(oldURL: String? = \"\", newURL: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): HashChangeEventInit {\n val o = js(\"({})\")\n o[\"oldURL\"] = oldURL\n o[\"newURL\"] = newURL\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin\n */\npublic external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {\n open val persisted: Boolean\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface PageTransitionEventInit : EventInit {\n var persisted: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PageTransitionEventInit(persisted: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PageTransitionEventInit {\n val o = js(\"({})\")\n o[\"persisted\"] = persisted\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin\n */\npublic external open class BeforeUnloadEvent : Event {\n var returnValue: String\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external abstract class ApplicationCache : EventTarget {\n open val status: Short\n open var onchecking: ((Event) -> dynamic)?\n open var onerror: ((Event) -> dynamic)?\n open var onnoupdate: ((Event) -> dynamic)?\n open var ondownloading: ((Event) -> dynamic)?\n open var onprogress: ((ProgressEvent) -> dynamic)?\n open var onupdateready: ((Event) -> dynamic)?\n open var oncached: ((Event) -> dynamic)?\n open var onobsolete: ((Event) -> dynamic)?\n fun update()\n fun abort()\n fun swapCache()\n\n companion object {\n val UNCACHED: Short\n val IDLE: Short\n val CHECKING: Short\n val DOWNLOADING: Short\n val UPDATEREADY: Short\n val OBSOLETE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin\n */\npublic external interface NavigatorOnLine {\n val onLine: Boolean\n}\n\n/**\n * Exposes the JavaScript

[ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin\n */\npublic external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {\n open val message: String\n open val filename: String\n open val lineno: Int\n open val colno: Int\n open val error: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface ErrorEventInit : EventInit {\n var message: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var filename: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var lineno: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var colno: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var error: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ErrorEventInit(message: String? = \"\", filename: String? = \"\", lineno: Int? = 0, colno: Int? = 0, error: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ErrorEventInit {\n val o = js(\"({})\")\n o[\"message\"] = message\n o[\"filename\"] = filename\n o[\"lineno\"] = lineno\n o[\"colno\"] = colno\n o[\"error\"] = error\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin\n */\npublic external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {\n open val promise: Promise<Any?>\n open val reason: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface PromiseRejectionEventInit : EventInit {\n var promise: Promise<Any?>?\n var reason: Any?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PromiseRejectionEventInit(promise: Promise<Any?>?, reason: Any? = undefined, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PromiseRejectionEventInit {\n val o = js(\"({})\")\n o[\"promise\"] = promise\n o[\"reason\"] = reason\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin\n */\npublic external interface GlobalEventHandlers {\n var onabort: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onblur: ((FocusEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oncancel: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oncanplay: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oncanplaythrough: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onchange: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onclick: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onclose: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oncontextmenu: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oncuechange: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondblclick: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondrag: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondragend: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondragenter: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondragexit: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondragleave: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondragover: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondragstart: ((DragEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ondrop: ((DragEvent) -> dynamic)?\n

get() = definedExternally\n set(value) = definedExternally\n var ondurationchange: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onemptied: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onended: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onfocus: ((FocusEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oninput: ((InputEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oninvalid: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onkeydown: ((KeyboardEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onkeypress: ((KeyboardEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onkeyup: ((KeyboardEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onload: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onloadeddata: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onloadedmetadata: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onloadend: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onloadstart: ((ProgressEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmousedown: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmouseenter: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmouseleave: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmousemove: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmouseout: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmouseover: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmouseup: ((MouseEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onwheel: ((WheelEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpause: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onplay: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onplaying: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onprogress: ((ProgressEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onratechange: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onreset: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onresize: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onscroll: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onseeked: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onseeking: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onselect: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onshow: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onstalled: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onsubmit: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onsuspend: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ontimeupdate: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ontoggle: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onvolumechange: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onwaiting: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ongotpointercapture: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onlostpointercapture: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointerdown: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointermove:

((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointerup: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointercancel: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointerover: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointerout: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointerenter: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpointerleave: ((PointerEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n/**\n * Exposes the JavaScript [WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to Kotlin\n */\npublic external interface WindowEventHandlers {\n var onafterprint: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onbeforeprint: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onbeforeunload: ((BeforeUnloadEvent) -> String?)?\n get() = definedExternally\n set(value) = definedExternally\n var onhashchange: ((HashChangeEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onlanguagechange: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onmessage: ((MessageEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onoffline: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var ononline: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpagehide: ((PageTransitionEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpageshow: ((PageTransitionEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpopstate: ((PopStateEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onrejectionhandled: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onstorage: ((StorageEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onunload: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n}\n\npublic external interface DocumentAndElementEventHandlers {\n var oncopy: ((ClipboardEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var oncut: ((ClipboardEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n var onpaste: ((ClipboardEvent) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n/**\n * Exposes the JavaScript [WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope) to Kotlin\n */\npublic external interface WindowOrWorkerGlobalScope {\n val origin: String\n val caches: CacheStorage\n fun btoa(data: String): String\n fun atob(data: String): String\n fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n fun clearTimeout(handle: Int = definedExternally)\n fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n fun clearInterval(handle: Int = definedExternally)\n fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n fun createImageBitmap(image: ImageBitmapSource, sx: Int, sy: Int, sw: Int, sh: Int, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>\n}\n\n/**\n * Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin\n */\npublic external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrentHardware {\n open val clipboard: Clipboard\n open val mediaDevices: MediaDevices\n open val maxTouchPoints: Int\n open val serviceWorker: ServiceWorkerContainer\n fun requestMediaKeySystemAccess(keySystem: String, supportedConfigurations: Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>\n fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)\n fun

vibrate(pattern: dynamic): Boolean\n}\n\n/**\n * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin\n */\npublic external interface NavigatorID {\n val appCodeName: String\n val appName: String\n val appVersion: String\n val platform: String\n val product: String\n val productSub: String\n val userAgent: String\n val vendor: String\n val vendorSub: String\n val oscpu: String\n fun taintEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin\n */\npublic external interface NavigatorLanguage {\n val language: String\n val languages: Array<out String>\n}\n\npublic external interface NavigatorContentUtils {\n fun registerProtocolHandler(scheme: String, url: String, title: String)\n fun registerContentHandler(mimeType: String, url: String, title: String)\n fun isProtocolHandlerRegistered(scheme: String, url: String): String\n fun isContentHandlerRegistered(mimeType: String, url: String): String\n fun unregisterProtocolHandler(scheme: String, url: String)\n fun unregisterContentHandler(mimeType: String, url: String)\n}\n\npublic external interface NavigatorCookies {\n val cookieEnabled: Boolean\n}\n\n/**\n * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin\n */\npublic external interface NavigatorPlugins {\n val plugins: PluginArray\n val mimeTypes: MimeTypeArray\n fun javaEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin\n */\npublic external abstract class PluginArray : ItemArrayLike<Plugin> {\n fun refresh(reload: Boolean = definedExternally)\n override fun item(index: Int): Plugin?\n fun namedItem(name: String): Plugin?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n */\npublic external abstract class MimeTypeArray : ItemArrayLike<MimeType> {\n override fun item(index: Int): MimeType?\n fun namedItem(name: String): MimeType?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin\n */\npublic external abstract class Plugin : ItemArrayLike<MimeType> {\n open val name: String\n open val description: String\n open val filename: String\n override fun item(index: Int): MimeType?\n fun namedItem(name: String): MimeType?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Plugin.get(index: Int): MimeType? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Plugin.get(name: String): MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n */\npublic external abstract class MimeType {\n open val type: String\n open val description: String\n open val suffixes: String\n open val enabledPlugin: Plugin\n}\n\n/**\n * Exposes the JavaScript [ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n */\npublic external abstract class ImageBitmap : CanvasImageSource, TexImageSource {\n open val width: Int\n open val height: Int\n fun close()\n}\n\npublic external interface ImageBitmapOptions {\n var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */\n get() = definedExternally\n set(value) = definedExternally\n var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */\n get() = definedExternally\n set(value) = definedExternally\n var colorSpaceConversion: ColorSpaceConversion? /* =

ColorSpaceConversion.DEFAULT */\n get() = definedExternally\n set(value) = definedExternally\n var resizeWidth: Int?\n get() = definedExternally\n set(value) = definedExternally\n var resizeHeight: Int?\n get() = definedExternally\n set(value) = definedExternally\n var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE, premultiplyAlpha: PremultiplyAlpha? = PremultiplyAlpha.DEFAULT, colorSpaceConversion: ColorSpaceConversion? = ColorSpaceConversion.DEFAULT, resizeWidth: Int? = undefined, resizeHeight: Int? = undefined, resizeQuality: ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {\n val o = js(\"({})\")\n o[\"imageOrientation\"] = imageOrientation\n o[\"premultiplyAlpha\"] = premultiplyAlpha\n o[\"colorSpaceConversion\"] = colorSpaceConversion\n o[\"resizeWidth\"] = resizeWidth\n o[\"resizeHeight\"] = resizeHeight\n o[\"resizeQuality\"] = resizeQuality\n return o\n}\n\n/**\n * Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n */\npublic external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {\n open val data: Any?\n open val origin: String\n open val lastEventId: String\n open val source: UnionMessagePortOrWindowProxy?\n open val ports: Array<out MessagePort>\n fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface MessageEventInit : EventInit {\n var data: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var origin: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var lastEventId: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var source: UnionMessagePortOrWindowProxy? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var ports: Array<MessagePort>? /* = arrayOf() */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MessageEventInit(data: Any? = null, origin: String? = \"\", lastEventId: String? = \"\", source: UnionMessagePortOrWindowProxy? = null, ports: Array<MessagePort>? = arrayOf(), bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MessageEventInit {\n val o = js(\"({})\")\n o[\"data\"] = data\n o[\"origin\"] = origin\n o[\"lastEventId\"] = lastEventId\n o[\"source\"] = source\n o[\"ports\"] = ports\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin\n */\npublic external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {\n open val url: String\n open val withCredentials: Boolean\n open val readyState: Short\n var onopen: ((Event) -> dynamic)?\n var onmessage: ((MessageEvent) -> dynamic)?\n var onerror: ((Event) -> dynamic)?\n fun close()\n\n companion object {\n val CONNECTING: Short\n val OPEN: Short\n val CLOSED: Short\n }\n}\n\npublic external interface EventSourceInit {\n var withCredentials: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {\n val o = js(\"({})\")\n o[\"withCredentials\"] = withCredentials\n return o\n}\n\n/**\n * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin\n */\npublic external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {\n open val url: String\n open val readyState: Short\n open val bufferedAmount: Number\n var onopen: ((Event) -> dynamic)?\n var onerror: ((Event) -> dynamic)?\n var onclose: ((Event) -> dynamic)?\n open val extensions: String\n open val protocol: String\n var onmessage: ((MessageEvent) -> dynamic)?\n var binaryType: BinaryType\n fun close(code: Short = definedExternally, reason: String = definedExternally)\n fun

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send(data: String)\n    fun send(data: Blob)\n    fun send(data: ArrayBuffer)\n    fun send(data:
ArrayBufferView)\n\n    companion object {\n        val CONNECTING: Short\n        val OPEN: Short\n        val
CLOSING: Short\n        val CLOSED: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin\n */\npublic external open class
CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {\n    open val wasClean:
Boolean\n    open val code: Short\n    open val reason: String\n\n    companion object {\n        val NONE: Short\n
 val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface CloseEventInit : EventInit {\n    var wasClean: Boolean? /* = false */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var code: Short? /* = 0 */\n        get() =
definedExternally\n        set(value) = definedExternally\n    var reason: String? /* = \"\" */\n        get() =
definedExternally\n        set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CloseEventInit(wasClean: Boolean? =
false, code: Short? = 0, reason: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): CloseEventInit {\n    val o = js(\"({})\")\n    o[\"wasClean\"] = wasClean\n    o[\"code\"] = code\n
  o[\"reason\"] = reason\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] =
composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin\n */\npublic external
open class MessageChannel {\n    open val port1: MessagePort\n    open val port2: MessagePort\n}\n\n/**\n *
Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin\n
*/\npublic external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n    open var onmessage:
((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n    fun start()\n    fun close()\n}\n\n/**\n * Exposes the JavaScript
[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin\n */\npublic
external open class BroadcastChannel(name: String) : EventTarget {\n    open val name: String\n    var onmessage:
((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?)\n    fun close()\n}\n\n/**\n * Exposes the
JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin\n
*/\npublic external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope,
GlobalPerformance {\n    open val self: WorkerGlobalScope\n    open val location: WorkerLocation\n    open val
navigator: WorkerNavigator\n    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n    open var
onlanguagechange: ((Event) -> dynamic)?\n    open var onoffline: ((Event) -> dynamic)?\n    open var ononline:
((Event) -> dynamic)?\n    open var onrejectionhandled: ((Event) -> dynamic)?\n    open var onunhandledrejection:
((PromiseRejectionEvent) -> dynamic)?\n    fun importScripts(vararg urls: String)\n}\n\n/**\n * Exposes the
JavaScript
[DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to
Kotlin\n */\npublic external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n    open var
onmessage: ((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n    fun close()\n}\n\n/**\n * Exposes the JavaScript
[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to
Kotlin\n */\npublic external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n    open val name:
String\n    open val applicationCache: ApplicationCache\n    open var onconnect: ((Event) -> dynamic)?\n    fun
close()\n}\n\n/**\n * Exposes the JavaScript
[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin\n */\npublic external
interface AbstractWorker {\n    var onerror: ((Event) -> dynamic)?\n        get() = definedExternally\n        set(value)
= definedExternally\n}\n\n/**\n * Exposes the JavaScript
[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin\n */\npublic external open class
Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n    var
onmessage: ((MessageEvent) -> dynamic)?\n    override var onerror: ((Event) -> dynamic)?\n    fun terminate()\n
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fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n}\n\npublic external interface WorkerOptions {\n   var type: WorkerType? /* = WorkerType.CLASSIC */\n   get() = definedExternally\n   set(value) = definedExternally\n   var credentials: RequestCredentials? /* = RequestCredentials.OMIT */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {\n   val o = js(\"({})\")\n   o[\"type\"] = type\n   o[\"credentials\"] = credentials\n   return o\n}\n\n/**\n * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin\n */\npublic external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n   open val port: MessagePort\n   override var onerror: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin\n */\npublic external interface NavigatorConcurrentHardware {\n   val hardwareConcurrency: Number\n}\n\n/**\n * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin\n */\npublic external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {\n   open val serviceWorker: ServiceWorkerContainer\n}\n\n/**\n * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin\n */\npublic external abstract class WorkerLocation {\n   open val href: String\n   open val origin: String\n   open val protocol: String\n   open val host: String\n   open val hostname: String\n   open val port: String\n   open val pathname: String\n   open val search: String\n   open val hash: String\n}\n\n/**\n * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin\n */\npublic external abstract class Storage {\n   open val length: Int\n   fun key(index: Int): String?\n   fun removeItem(key: String)\n   fun clear()\n   fun getItem(key: String): String?\n   fun setItem(key: String, value: String)\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.get(key: String): String? = asDynamic()[key]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }\n\n/**\n * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin\n */\npublic external interface WindowSessionStorage {\n   val sessionStorage: Storage\n}\n\n/**\n * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin\n */\npublic external interface WindowLocalStorage {\n   val localStorage: Storage\n}\n\n/**\n * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin\n */\npublic external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {\n   open val key: String?\n   open val oldValue: String?\n   open val newValue: String?\n   open val url: String\n   open val storageArea: Storage?\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface StorageEventInit : EventInit {\n   var key: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var oldValue: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var newValue: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var url: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n   var storageArea: Storage? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun StorageEventInit(key: String? = null, oldValue: String? = null, newValue: String? = null, url: String? = \"\", storageArea: Storage? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): StorageEventInit {\n   val o = js(\"({})\")\n   o[\"key\"] = key\n   o[\"oldValue\"] = oldValue\n   o[\"newValue\"] = newValue\n   o[\"url\"] =

url\n o[\"storageArea\"] = storageArea\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\npublic external abstract class HTMLAppletElement : HTMLElement {\n open var align: String\n open var alt: String\n open var archive: String\n open var code: String\n open var codeBase: String\n open var height: String\n open var hspace: Int\n open var name: String\n open var _object: String\n open var vspace: Int\n open var width: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLMarqueeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMarqueeElement) to Kotlin\n */\npublic external abstract class HTMLMarqueeElement : HTMLElement {\n open var behavior: String\n open var bgColor: String\n open var direction: String\n open var height: String\n open var hspace: Int\n open var loop: Int\n open var scrollAmount: Int\n open var scrollDelay: Int\n open var trueSpeed: Boolean\n open var vspace: Int\n open var width: String\n open var onbounce: ((Event) -> dynamic)?\n open var onfinish: ((Event) -> dynamic)?\n open var onstart: ((Event) -> dynamic)?\n fun start()\n fun stop()\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLFrameSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFrameSetElement) to Kotlin\n */\npublic external abstract class HTMLFrameSetElement : HTMLElement, WindowEventHandlers {\n open var cols: String\n open var rows: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class HTMLFrameElement : HTMLElement {\n open var name: String\n open var scrolling: String\n open var src: String\n open var frameBorder: String\n open var longDesc: String\n open var noResize: Boolean\n open val contentDocument: Document?\n open val contentWindow: Window?\n open var marginHeight: String\n open var marginWidth: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val

DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class HTMLDirectoryElement : HTMLElement {\n open var compact: Boolean\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin\n */\npublic external abstract class HTMLFontElement : HTMLElement {\n open var color: String\n open var face: String\n open var size: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface External {\n fun AddSearchProvider()\n fun IsSearchProviderInstalled()\n}\n\npublic external interface EventInit {\n var bubbles: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var cancelable: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var composed: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventInit(bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): EventInit {\n val o = js(\"({})\")\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin\n */\npublic external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {\n open val detail: Any?\n fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface CustomEventInit : EventInit {\n var detail: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CustomEventInit(detail: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): CustomEventInit {\n val o = js(\"({})\")\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\npublic external interface EventListenerOptions {\n var capture: Boolean? /* = false */\n get() = definedExternally\n set(value) =

definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventListenerOptions(capture:
Boolean? = false): EventListenerOptions {\n val o = js(\"({})\")\n o[\"capture\"] = capture\n return
o\n}\n\npublic external interface AddEventListenerOptions : EventListenerOptions {\n var passive: Boolean? /* =
false */\n get() = definedExternally\n set(value) = definedExternally\n var once: Boolean? /* = false */\n
get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun AddEventListenerOptions(passive:
Boolean? = false, once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {\n val o =
js(\"({})\")\n o[\"passive\"] = passive\n o[\"once\"] = once\n o[\"capture\"] = capture\n return o\n}\n\npublic
external interface NonElementParentNode {\n fun getElementById(elementId: String): Element?\n}\n\n/**\n *
Exposes the JavaScript
[DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin\n
*/\npublic external interface DocumentOrShadowRoot {\n val fullscreenElement: Element?\n get() =
definedExternally\n}\n\n/**\n * Exposes the JavaScript
[ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin\n */\npublic external interface
ParentNode {\n val children: HTMLCollection\n val firstElementChild: Element?\n get() =
definedExternally\n val lastElementChild: Element?\n get() = definedExternally\n val childElementCount:
Int\n fun prepend(vararg nodes: dynamic)\n fun append(vararg nodes: dynamic)\n fun querySelector(selectors:
String): Element?\n fun querySelectorAll(selectors: String): NodeList\n}\n\n/**\n * Exposes the JavaScript
[NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode) to
Kotlin\n */\npublic external interface NonDocumentTypeChildNode {\n val previousElementSibling: Element?\n
get() = definedExternally\n val nextElementSibling: Element?\n get() = definedExternally\n}\n\n/**\n *
Exposes the JavaScript [ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin\n
*/\npublic external interface ChildNode {\n fun before(vararg nodes: dynamic)\n fun after(vararg nodes:
dynamic)\n fun replaceWith(vararg nodes: dynamic)\n fun remove()\n}\n\n/**\n * Exposes the JavaScript
[Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin\n */\npublic external interface Slotable
{\n val assignedSlot: HTMLSlotElement?\n get() = definedExternally\n}\n\n/**\n * Exposes the JavaScript
[NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin\n */\npublic external abstract class
NodeList : ItemArrayLike<Node> {\n override fun item(index: Int):
Node?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun NodeList.get(index: Int):
Node? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin\n */\npublic
external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {\n
override fun item(index: Int): Element?\n fun namedItem(name: String):
Element?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLCollection.get(index:
Int): Element? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun HTMLCollection.get(name:
String): Element? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin\n */\npublic
external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {\n fun
observe(target: Node, options: MutationObserverInit = definedExternally)\n fun disconnect()\n fun
takeRecords(): Array<MutationRecord>\n}\n\n/**\n * Exposes the JavaScript
[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin\n
/\npublic external interface MutationObserverInit {\n var childList: Boolean? / = false */\n get() =
definedExternally\n set(value) = definedExternally\n var attributes: Boolean?\n get() =
definedExternally\n set(value) = definedExternally\n var characterData: Boolean?\n get() =

definedExternally\n set(value) = definedExternally\n var subtree: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var attributeOldValue: Boolean?\n get() = definedExternally\n set(value) = definedExternally\n var characterDataOldValue: Boolean?\n get() = definedExternally\n set(value) = definedExternally\n var attributeFilter: Array<String>?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MutationObserverInit(childList: Boolean? = false, attributes: Boolean? = undefined, characterData: Boolean? = undefined, subtree: Boolean? = false, attributeOldValue: Boolean? = undefined, characterDataOldValue: Boolean? = undefined, attributeFilter: Array<String>? = undefined): MutationObserverInit {\n val o = js(\"({})\")\n o[\"childList\"] = childList\n o[\"attributes\"] = attributes\n o[\"characterData\"] = characterData\n o[\"subtree\"] = subtree\n o[\"attributeOldValue\"] = attributeOldValue\n o[\"characterDataOldValue\"] = characterDataOldValue\n o[\"attributeFilter\"] = attributeFilter\n return o\n}\n\n/**\n * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin\n */\npublic external abstract class MutationRecord {\n open val type: String\n open val target: Node\n open val addedNodes: NodeList\n open val removedNodes: NodeList\n open val previousSibling: Node?\n open val nextSibling: Node?\n open val attributeName: String?\n open val attributeNamespace: String?\n open val oldValue: String?\n}\n\n/**\n * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin\n */\npublic external abstract class Node : EventTarget {\n open val nodeType: Short\n open val nodeName: String\n open val baseURI: String\n open val isConnected: Boolean\n open val ownerDocument: Document?\n open val parentNode: Node?\n open val parentElement: Element?\n open val childNodes: NodeList\n open val firstChild: Node?\n open val lastChild: Node?\n open val previousSibling: Node?\n open val nextSibling: Node?\n open var nodeValue: String?\n open var textContent: String?\n fun getRootNode(options: GetRootNodeOptions = definedExternally): Node\n fun hasChildNodes(): Boolean\n fun normalize()\n fun cloneNode(deep: Boolean = definedExternally): Node\n fun isEqualNode(otherNode: Node?): Boolean\n fun isSameNode(otherNode: Node?): Boolean\n fun compareDocumentPosition(other: Node): Short\n fun contains(other: Node?): Boolean\n fun lookupPrefix(namespace: String?): String?\n fun lookupNamespaceURI(prefix: String?): String?\n fun isDefaultNamespace(namespace: String?): Boolean\n fun insertBefore(node: Node, child: Node?): Node\n fun appendChild(node: Node): Node\n fun replaceChild(node: Node, child: Node): Node\n fun removeChild(child: Node): Node\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface GetRootNodeOptions {\n var composed: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {\n val o = js(\"({})\")\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin\n */\npublic external open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers, NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {\n open val implementation: DOMImplementation\n open val URL: String\n open val documentURI: String\n open val origin: String\n open val compatMode: String\n open val characterSet: String\n open val charset: String\n open val inputEncoding: String\n open val contentType: String\n open val

doctype: DocumentType?\n open val documentElement: Element?\n open val location: Location?\n var domain: String\n open val referrer: String\n var cookie: String\n open val lastModified: String\n open val readyState: DocumentReadyState\n var title: String\n var dir: String\n var body: HTMLElement?\n open val head: HTMLHeadElement?\n open val images: HTMLCollection\n open val embeds: HTMLCollection\n open val plugins: HTMLCollection\n open val links: HTMLCollection\n open val forms: HTMLCollection\n open val scripts: HTMLCollection\n open val currentScript: HTMLOrSVGScriptElement?\n open val defaultView: Window?\n open val activeElement: Element?\n var designMode: String\n var onreadystatechange: ((Event) -> dynamic)?\n var fgColor: String\n var linkColor: String\n var vlinkColor: String\n var alinkColor: String\n var bgColor: String\n open val anchors: HTMLCollection\n open val applets: HTMLCollection\n open val all: HTMLAllCollection\n open val scrollingElement: Element?\n open val styleSheets: StyleSheetList\n open val rootElement: SVGSVGElement?\n open val fullscreenEnabled: Boolean\n open val fullscreen: Boolean\n var onfullscreenchange: ((Event) -> dynamic)?\n var onfullscreenerror: ((Event) -> dynamic)?\n override var onabort: ((Event) -> dynamic)?\n override var onblur: ((FocusEvent) -> dynamic)?\n override var oncancel: ((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n override var oncanplaythrough: ((Event) -> dynamic)?\n override var onchange: ((Event) -> dynamic)?\n override var onclick: ((MouseEvent) -> dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var oncontextmenu: ((MouseEvent) -> dynamic)?\n override var oncuechange: ((Event) -> dynamic)?\n override var ondblclick: ((MouseEvent) -> dynamic)?\n override var ondrag: ((DragEvent) -> dynamic)?\n override var ondragend: ((DragEvent) -> dynamic)?\n override var ondragenter: ((DragEvent) -> dynamic)?\n override var ondragexit: ((DragEvent) -> dynamic)?\n override var ondragleave: ((DragEvent) -> dynamic)?\n override var ondragover: ((DragEvent) -> dynamic)?\n override var ondragstart: ((DragEvent) -> dynamic)?\n override var ondrop: ((DragEvent) -> dynamic)?\n override var ondurationchange: ((Event) -> dynamic)?\n override var onemptied: ((Event) -> dynamic)?\n override var onended: ((Event) -> dynamic)?\n override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n override var onfocus: ((FocusEvent) -> dynamic)?\n override var oninput: ((InputEvent) -> dynamic)?\n override var oninvalid: ((Event) -> dynamic)?\n override var onkeydown: ((KeyboardEvent) -> dynamic)?\n override var onkeypress: ((KeyboardEvent) -> dynamic)?\n override var onkeyup: ((KeyboardEvent) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override var onloadeddata: ((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var onloadend: ((Event) -> dynamic)?\n override var onloadstart: ((ProgressEvent) -> dynamic)?\n override var onmousedown: ((MouseEvent) -> dynamic)?\n override var onmouseenter: ((MouseEvent) -> dynamic)?\n override var onmouseleave: ((MouseEvent) -> dynamic)?\n override var onmousemove: ((MouseEvent) -> dynamic)?\n override var onmouseout: ((MouseEvent) -> dynamic)?\n override var onmouseover: ((MouseEvent) -> dynamic)?\n override var onmouseup: ((MouseEvent) -> dynamic)?\n override var onwheel: ((WheelEvent) -> dynamic)?\n override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) -> dynamic)?\n override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((ProgressEvent) -> dynamic)?\n override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n override var onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var onseeked: ((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect: ((Event) -> dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) -> dynamic)?\n override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var ontimeupdate: ((Event) -> dynamic)?\n override var ontoggle: ((Event) -> dynamic)?\n override var onvolumechange: ((Event) -> dynamic)?\n override var onwaiting: ((Event) -> dynamic)?\n override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n override var onlostpointercapture: ((PointerEvent) -> dynamic)?\n override var onpointerdown: ((PointerEvent) -> dynamic)?\n override var onpointermove: ((PointerEvent) -> dynamic)?\n override var onpointerup: ((PointerEvent) -> dynamic)?\n override var onpointercancel: ((PointerEvent) -> dynamic)?\n override var onpointerover: ((PointerEvent) -> dynamic)?\n override var onpointerout: ((PointerEvent) -> dynamic)?\n override var onpointerenter: ((PointerEvent) -> dynamic)?\n override var onpointerleave: ((PointerEvent) -> dynamic)?\n override var oncopy:

((ClipboardEvent) -> dynamic)?\n override var oncut: ((ClipboardEvent) -> dynamic)?\n override var onpaste: ((ClipboardEvent) -> dynamic)?\n override val fullscreenElement: Element?\n override val children: HTMLCollection\n override val firstElementChild: Element?\n override val lastElementChild: Element?\n override val childElementCount: Int\n fun getElementsByTagName(qualifiedName: String): HTMLCollection\n fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n fun getElementsByClassName(classNames: String): HTMLCollection\n fun createElement(localName: String, options: ElementCreationOptions = definedExternally): Element\n fun createElementNS(namespace: String?, qualifiedName: String, options: ElementCreationOptions = definedExternally): Element\n fun createDocumentFragment(): DocumentFragment\n fun createTextNode(data: String): Text\n fun createCDATASection(data: String): CDATASection\n fun createComment(data: String): Comment\n fun createProcessingInstruction(target: String, data: String): ProcessingInstruction\n fun importNode(node: Node, deep: Boolean = definedExternally): Node\n fun adoptNode(node: Node): Node\n fun createAttribute(localName: String): Attr\n fun createAttributeNS(namespace: String?, qualifiedName: String): Attr\n fun createEvent(`interface`: String): Event\n fun createRange(): Range\n fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): NodeIterator\n fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): NodeIterator\n fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker\n fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker\n fun getElementsByName(elementName: String): NodeList\n fun open(type: String = definedExternally, replace: String = definedExternally): Document\n fun open(url: String, name: String, features: String): Window\n fun close()\n fun write(vararg text: String)\n fun writeln(vararg text: String)\n fun hasFocus(): Boolean\n fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean\n fun queryCommandEnabled(commandId: String): Boolean\n fun queryCommandIndeterm(commandId: String): Boolean\n fun queryCommandState(commandId: String): Boolean\n fun queryCommandSupported(commandId: String): Boolean\n fun queryCommandValue(commandId: String): String\n fun clear()\n fun captureEvents()\n fun releaseEvents()\n fun elementFromPoint(x: Double, y: Double): Element?\n fun elementsFromPoint(x: Double, y: Double): Array<Element>\n fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?\n fun createTouch(view: Window, target: EventTarget, identifier: Int, pageX: Int, pageY: Int, screenX: Int, screenY: Int): Touch\n fun createTouchList(vararg touches: Touch): TouchList\n fun exitFullscreen(): Promise<Unit>\n override fun getElementById(elementId: String): Element?\n override fun prepend(vararg nodes: dynamic)\n override fun append(vararg nodes: dynamic)\n override fun querySelector(selectors: String): Element?\n override fun querySelectorAll(selectors: String): NodeList\n override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n

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}\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Document.get(name: String):
dynamic = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin\n */\npublic external
open class XMLDocument : Document {\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
ElementCreationOptions {\n    var `is`: String?\n        get() = definedExternally\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ElementCreationOptions(`is`: String?
= undefined): ElementCreationOptions {\n    val o = js(\"({})\")\n    o[\"is\"] = `is`\n    return o\n}\n\n/**\n *
Exposes the JavaScript
[DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin\n
*/\npublic external abstract class DOMImplementation {\n    fun createDocumentType(qualifiedName: String,
publicId: String, systemId: String): DocumentType\n    fun createDocument(namespace: String?, qualifiedName:
String, doctype: DocumentType? = definedExternally): XMLDocument\n    fun createHTMLDocument(title: String
= definedExternally): Document\n    fun hasFeature(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin\n */\npublic external
abstract class DocumentType : Node, ChildNode {\n    open val name: String\n    open val publicId: String\n    open
val systemId: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin\n */\npublic
external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n    override val children:
HTMLCollection\n    override val firstElementChild: Element?\n    override val lastElementChild: Element?\n
override val childElementCount: Int\n    override fun getElementById(elementId: String): Element?\n    override fun
prepend(vararg nodes: dynamic)\n    override fun append(vararg nodes: dynamic)\n    override fun
querySelector(selectors: String): Element?\n    override fun querySelectorAll(selectors: String): NodeList\n\n
companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
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    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin\n */\npublic external open
class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {\n    open val mode: ShadowRootMode\n
open val host: Element\n    override val fullscreenElement: Element?\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin\n */\npublic external abstract class
Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction {\n    open val namespaceURI: String?\n    open val prefix: String?\n    open
val localName: String\n    open val tagName: String\n    open var id: String\n    open var className: String\n    open
val classList: DOMTokenList\n    open var slot: String\n    open val attributes: NamedNodeMap\n    open val
shadowRoot: ShadowRoot?\n    open var scrollTop: Double\n    open var scrollLeft: Double\n    open val
scrollWidth: Int\n    open val scrollHeight: Int\n    open val clientTop: Int\n    open val clientLeft: Int\n    open val
clientWidth: Int\n    open val clientHeight: Int\n    open var innerHTML: String\n    open var outerHTML: String\n
fun hasAttributes(): Boolean\n    fun getAttributeNames(): Array<String>\n    fun getAttribute(qualifiedName:
String): String?\n    fun getAttributeNS(namespace: String?, localName: String): String?\n    fun
setAttribute(qualifiedName: String, value: String)\n    fun setAttributeNS(namespace: String?, qualifiedName:
String, value: String)\n    fun removeAttribute(qualifiedName: String)\n    fun removeAttributeNS(namespace:
String?, localName: String)\n    fun hasAttribute(qualifiedName: String): Boolean\n    fun
hasAttributeNS(namespace: String?, localName: String): Boolean\n    fun getAttributeNode(qualifiedName: String):
Attr?\n    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?\n    fun setAttributeNode(attr:
Attr): Attr?\n    fun setAttributeNodeNS(attr: Attr): Attr?\n    fun removeAttributeNode(attr: Attr): Attr\n    fun
attachShadow(init: ShadowRootInit): ShadowRoot\n    fun closest(selectors: String): Element?\n    fun
matches(selectors: String): Boolean\n    fun webkitMatchesSelector(selectors: String): Boolean\n    fun
getElementsByTagName(qualifiedName: String): HTMLCollection\n    fun
getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n    fun
getElementsByClassName(classNames: String): HTMLCollection\n    fun insertAdjacentElement(where: String,
element: Element): Element?\n    fun insertAdjacentText(where: String, data: String)\n    fun getClientRects():
Array<DOMRect>\n    fun getBoundingClientRect(): DOMRect\n    fun scrollIntoView()\n    fun
scrollIntoView(arg: dynamic)\n    fun scroll(options: ScrollToOptions = definedExternally)\n    fun scroll(x: Double,
y: Double)\n    fun scrollTo(options: ScrollToOptions = definedExternally)\n    fun scrollTo(x: Double, y: Double)\n
    fun scrollBy(options: ScrollToOptions = definedExternally)\n    fun scrollBy(x: Double, y: Double)\n    fun
insertAdjacentHTML(position: String, text: String)\n    fun setPointerCapture(pointerId: Int)\n    fun
releasePointerCapture(pointerId: Int)\n    fun hasPointerCapture(pointerId: Int): Boolean\n    fun requestFullscreen():
Promise<Unit>\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
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DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface ShadowRootInit {\n var mode: ShadowRootMode?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {\n val o = js(\"({})\")\n o[\"mode\"] = mode\n return o\n}\n\n/**\n * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin\n */\npublic external abstract class NamedNodeMap : ItemArrayLike<Attr> {\n fun getNamedItemNS(namespace: String?, localName: String): Attr?\n fun setNamedItem(attr: Attr): Attr?\n fun setNamedItemNS(attr: Attr): Attr?\n fun removeNamedItem(qualifiedName: String): Attr\n fun removeNamedItemNS(namespace: String?, localName: String): Attr\n override fun item(index: Int): Attr?\n fun getNamedItem(qualifiedName: String): Attr?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun NamedNodeMap.get(index: Int): Attr? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]\n\n/**\n * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin\n */\npublic external abstract class Attr : Node {\n open val namespaceURI: String?\n open val prefix: String?\n open val localName: String\n open val name: String\n open var value: String\n open val ownerElement: Element?\n open val specified: Boolean\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin\n */\npublic external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {\n open var data: String\n open val length: Int\n fun substringData(offset: Int, count: Int): String\n fun appendData(data: String)\n fun insertData(offset: Int, data: String)\n fun deleteData(offset: Int, count: Int)\n fun replaceData(offset: Int, count: Int, data: String)\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin\n */\npublic external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {\n open val wholeText: String\n override val assignedSlot: HTMLSlotElement?\n override val previousElementSibling: Element?\n override val

nextElementSibling: Element?\n fun splitText(offset: Int): Text\n override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n override fun before(vararg nodes: dynamic)\n override fun after(vararg nodes: dynamic)\n override fun replaceWith(vararg nodes: dynamic)\n override fun remove()\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin\n */\npublic external open class CDATASection : Text {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction) to Kotlin\n */\npublic external abstract class ProcessingInstruction : CharacterData, LinkStyle, UnionElementOrProcessingInstruction {\n open val target: String\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to Kotlin\n */\npublic external open class Comment(data: String = definedExternally) : CharacterData {\n override val previousElementSibling: Element?\n override val nextElementSibling: Element?\n override fun before(vararg nodes: dynamic)\n override fun after(vararg nodes: dynamic)\n override fun replaceWith(vararg nodes: dynamic)\n override fun remove()\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n

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    val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin\n */\npublic external open class Range {\n
  open val startContainer: Node\n    open val startOffset: Int\n    open val endContainer: Node\n    open val
endOffset: Int\n    open val collapsed: Boolean\n    open val commonAncestorContainer: Node\n    fun setStart(node:
Node, offset: Int)\n    fun setEnd(node: Node, offset: Int)\n    fun setStartBefore(node: Node)\n    fun
setStartAfter(node: Node)\n    fun setEndBefore(node: Node)\n    fun setEndAfter(node: Node)\n    fun
collapse(toStart: Boolean = definedExternally)\n    fun selectNode(node: Node)\n    fun selectNodeContents(node:
Node)\n    fun compareBoundaryPoints(how: Short, sourceRange: Range): Short\n    fun deleteContents()\n    fun
extractContents(): DocumentFragment\n    fun cloneContents(): DocumentFragment\n    fun insertNode(node:
Node)\n    fun surroundContents(newParent: Node)\n    fun cloneRange(): Range\n    fun detach()\n    fun
isPointInRange(node: Node, offset: Int): Boolean\n    fun comparePoint(node: Node, offset: Int): Short\n    fun
intersectsNode(node: Node): Boolean\n    fun getClientRects(): Array<DOMRect>\n    fun
getBoundingClientRect(): DOMRect\n    fun createContextualFragment(fragment: String): DocumentFragment\n\n
companion object {\n        val START_TO_START: Short\n        val START_TO_END: Short\n        val
END_TO_END: Short\n        val END_TO_START: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin\n */\npublic external abstract
class NodeIterator {\n    open val root: Node\n    open val referenceNode: Node\n    open val
pointerBeforeReferenceNode: Boolean\n    open val whatToShow: Int\n    open val filter: NodeFilter?\n    fun
nextNode(): Node?\n    fun previousNode(): Node?\n    fun detach()\n}\n\n/**\n * Exposes the JavaScript
[TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin\n */\npublic external abstract
class TreeWalker {\n    open val root: Node\n    open val whatToShow: Int\n    open val filter: NodeFilter?\n    open
var currentNode: Node\n    fun parentNode(): Node?\n    fun firstChild(): Node?\n    fun lastChild(): Node?\n    fun
previousSibling(): Node?\n    fun nextSibling(): Node?\n    fun previousNode(): Node?\n    fun nextNode():
Node?\n}\n\n/**\n * Exposes the JavaScript
[NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin\n
*/\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface NodeFilter {\n
fun acceptNode(node: Node): Short\n\n    companion object {\n        val FILTER_ACCEPT: Short\n        val
FILTER_REJECT: Short\n        val FILTER_SKIP: Short\n        val SHOW_ALL: Int\n        val
SHOW_ELEMENT: Int\n        val SHOW_ATTRIBUTE: Int\n        val SHOW_TEXT: Int\n        val
SHOW_CDATA_SECTION: Int\n        val SHOW_ENTITY_REFERENCE: Int\n        val SHOW_ENTITY: Int\n
    val SHOW_PROCESSING_INSTRUCTION: Int\n        val SHOW_COMMENT: Int\n        val
SHOW_DOCUMENT: Int\n        val SHOW_DOCUMENT_TYPE: Int\n        val
SHOW_DOCUMENT_FRAGMENT: Int\n        val SHOW_NOTATION: Int\n    }\n}\n\n/**\n * Exposes the
JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin\n */\npublic
external abstract class DOMTokenList : ItemArrayLike<String> {\n    open var value: String\n    fun contains(token:
String): Boolean\n    fun add(vararg tokens: String)\n    fun remove(vararg tokens: String)\n    fun toggle(token:
String, force: Boolean = definedExternally): Boolean\n    fun replace(token: String, newToken: String)\n    fun
supports(token: String): Boolean\n    override fun item(index: Int):
String?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMTokenList.get(index:
Int): String? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin\n */\npublic
external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {\n    open val x: Double\n
open val y: Double\n    open val z: Double\n    open val w: Double\n    fun matrixTransform(matrix:
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DOMMatrixReadOnly): DOMPoint\n}\n\n/**\n * Exposes the JavaScript
[DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin\n */\npublic external open class
DOMPoint : DOMPointReadOnly {\n constructor(point: DOMPointInit)\n constructor(x: Double =
definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)\n
override var x: Double\n override var y: Double\n override var z: Double\n override var w:
Double\n}\n\n/**\n * Exposes the JavaScript
[DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin\n */\npublic external
interface DOMPointInit {\n var x: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n var y: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n var z: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n var w: Double? /* = 1.0 */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun DOMPointInit(x: Double? = 0.0, y:
Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {\n val o = js(\"({})\")\n o[\"x\"] = x\n
o[\"y\"] = y\n o[\"z\"] = z\n o[\"w\"] = w\n return o\n}\n\n/**\n * Exposes the JavaScript
[DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin\n */\npublic external open class
DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally,
height: Double = definedExternally) : DOMRectReadOnly {\n override var x: Double\n override var y: Double\n
override var width: Double\n override var height: Double\n}\n\n/**\n * Exposes the JavaScript
[DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin\n */\npublic
external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {\n open val x:
Double\n open val y: Double\n open val width: Double\n open val height: Double\n open val top: Double\n
open val right: Double\n open val bottom: Double\n open val left: Double\n}\n\npublic external interface
DOMRectInit {\n var x: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n var y: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n var width: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n var height: Double? /* = 0.0 */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun DOMRectInit(x: Double? = 0.0, y:
Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {\n val o = js(\"({})\")\n o[\"x\"] =
x\n o[\"y\"] = y\n o[\"width\"] = width\n o[\"height\"] = height\n return o\n}\n\npublic external interface
DOMRectList : ItemArrayLike<DOMRect> {\n override fun item(index: Int):
DOMRect?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMRectList.get(index: Int):
DOMRect? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin\n */\npublic external open class
DOMQuad {\n constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3:
DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)\n constructor(rect: DOMRectInit)\n
open val p1: DOMPoint\n open val p2: DOMPoint\n open val p3: DOMPoint\n open val p4: DOMPoint\n
open val bounds: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript
[DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin\n
*/\npublic external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {\n open val a: Double\n
open val b: Double\n open val c: Double\n open val d: Double\n open val e: Double\n open val f: Double\n
open val m11: Double\n open val m12: Double\n open val m13: Double\n open val m14: Double\n open val
m21: Double\n open val m22: Double\n open val m23: Double\n open val m24: Double\n open val m31:
Double\n open val m32: Double\n open val m33: Double\n open val m34: Double\n open val m41: Double\n
open val m42: Double\n open val m43: Double\n open val m44: Double\n open val is2D: Boolean\n open
val isIdentity: Boolean\n fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n

fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n fun rotateFromVector(x: Double, y: Double): DOMMatrix\n fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix\n fun skewX(sx: Double): DOMMatrix\n fun skewY(sy: Double): DOMMatrix\n fun multiply(other: DOMMatrix): DOMMatrix\n fun flipX(): DOMMatrix\n fun flipY(): DOMMatrix\n fun inverse(): DOMMatrix\n fun transformPoint(point: DOMPointInit = definedExternally): DOMPoint\n fun toFloat32Array(): Float32Array\n fun toFloat64Array(): Float64Array\n}\n\n/**\n * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin\n */\npublic external open class DOMMatrix() : DOMMatrixReadOnly {\n constructor(transformList: String)\n constructor(other: DOMMatrixReadOnly)\n constructor(array32: Float32Array)\n constructor(array64: Float64Array)\n constructor(numberSequence: Array<Double>)\n override var a: Double\n override var b: Double\n override var c: Double\n override var d: Double\n override var e: Double\n override var f: Double\n override var m11: Double\n override var m12: Double\n override var m13: Double\n override var m14: Double\n override var m21: Double\n override var m22: Double\n override var m23: Double\n override var m24: Double\n override var m31: Double\n override var m32: Double\n override var m33: Double\n override var m34: Double\n override var m41: Double\n override var m42: Double\n override var m43: Double\n override var m44: Double\n fun multiplySelf(other: DOMMatrix): DOMMatrix\n fun preMultiplySelf(other: DOMMatrix): DOMMatrix\n fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix\n fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix\n fun skewXSelf(sx: Double): DOMMatrix\n fun skewYSelf(sy: Double): DOMMatrix\n fun invertSelf(): DOMMatrix\n fun setMatrixValue(transformList: String): DOMMatrix\n}\n\npublic external interface ScrollOptions {\n var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {\n val o = js(\"({})\")\n o[\"behavior\"] = behavior\n return o\n}\n\n/**\n * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin\n */\npublic external interface ScrollToOptions : ScrollOptions {\n var left: Double?\n get() = definedExternally\n set(value) = definedExternally\n var top: Double?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollToOptions(left: Double? = undefined, top: Double? = undefined, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollToOptions {\n val o = js(\"({})\")\n o[\"left\"] = left\n o[\"top\"] = top\n o[\"behavior\"] = behavior\n return o\n}\n\n/**\n * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin\n */\npublic external abstract class MediaQueryList : EventTarget {\n open val media: String\n open val matches: Boolean\n open var onchange: ((Event) -> dynamic)?\n fun addListener(listener: EventListener?)\n fun addListener(listener: ((Event) -> Unit)?)\n fun removeListener(listener: EventListener?)\n fun removeListener(listener: ((Event) -> Unit)?)\n}\n\n/**\n * Exposes the JavaScript

[MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin\n */\npublic external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {\n open val media: String\n open val matches: Boolean\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface MediaQueryListEventInit : EventInit {\n var media: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var matches: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaQueryListEventInit(media: String? = \"\", matches: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaQueryListEventInit {\n val o = js(\"({})\")\n o[\"media\"] = media\n o[\"matches\"] = matches\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin\n */\npublic external abstract class Screen {\n open val availWidth: Int\n open val availHeight: Int\n open val width: Int\n open val height: Int\n open val colorDepth: Int\n open val pixelDepth: Int\n}\n\n/**\n * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin\n */\npublic external abstract class CaretPosition {\n open val offsetNode: Node\n open val offset: Int\n fun getClientRect(): DOMRect?\n}\n\npublic external interface ScrollIntoViewOptions : ScrollOptions {\n var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n get() = definedExternally\n set(value) = definedExternally\n var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ScrollIntoViewOptions(block: ScrollLogicalPosition? = ScrollLogicalPosition.CENTER, inline: ScrollLogicalPosition? = ScrollLogicalPosition.CENTER, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollIntoViewOptions {\n val o = js(\"({})\")\n o[\"block\"] = block\n o[\"inline\"] = inline\n o[\"behavior\"] = behavior\n return o\n}\n\npublic external interface BoxQuadOptions {\n var box: CSSBoxType? /* = CSSBoxType.BORDER */\n get() = definedExternally\n set(value) = definedExternally\n var relativeTo: dynamic\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions {\n val o = js(\"({})\")\n o[\"box\"] = box\n o[\"relativeTo\"] = relativeTo\n return o\n}\n\npublic external interface ConvertCoordinateOptions {\n var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */\n get() = definedExternally\n set(value) = definedExternally\n var toBox: CSSBoxType? /* = CSSBoxType.BORDER */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER): ConvertCoordinateOptions {\n val o = js(\"({})\")\n o[\"fromBox\"] = fromBox\n o[\"toBox\"] = toBox\n return o\n}\n\n/**\n * Exposes the JavaScript [GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin\n */\npublic external interface GeometryUtils {\n fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>\n fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad\n fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad\n fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint\n}\n\n/**\n * Exposes the JavaScript [Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin\n */\npublic external abstract class Touch {\n open val identifier: Int\n open val target: EventTarget\n open val screenX: Int\n open val screenY: Int\n

open val clientX: Int\n   open val clientY: Int\n   open val pageX: Int\n   open val pageY: Int\n   open val region: String?\n}\n\npublic external abstract class TouchList : ItemArrayLike<Touch> {\n   override fun item(index: Int): Touch?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun TouchList.get(index: Int): Touch? = asDynamic()[index]\n\npublic external open class TouchEvent : UIEvent {\n   open val touches: TouchList\n   open val targetTouches: TouchList\n   open val changedTouches: TouchList\n   open val altKey: Boolean\n   open val metaKey: Boolean\n   open val ctrlKey: Boolean\n   open val shiftKey: Boolean\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin\n */\npublic external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {\n   override var onabort: ((Event) -> dynamic)?\n   override var onblur: ((FocusEvent) -> dynamic)?\n   override var oncancel: ((Event) -> dynamic)?\n   override var oncanplay: ((Event) -> dynamic)?\n   override var oncanplaythrough: ((Event) -> dynamic)?\n   override var onchange: ((Event) -> dynamic)?\n   override var onclick: ((MouseEvent) -> dynamic)?\n   override var onclose: ((Event) -> dynamic)?\n   override var oncontextmenu: ((MouseEvent) -> dynamic)?\n   override var oncuechange: ((Event) -> dynamic)?\n   override var ondblclick: ((MouseEvent) -> dynamic)?\n   override var ondrag: ((DragEvent) -> dynamic)?\n   override var ondragend: ((DragEvent) -> dynamic)?\n   override var ondragenter: ((DragEvent) -> dynamic)?\n   override var ondragexit: ((DragEvent) -> dynamic)?\n   override var ondragleave: ((DragEvent) -> dynamic)?\n   override var ondragover: ((DragEvent) -> dynamic)?\n   override var ondragstart: ((DragEvent) -> dynamic)?\n   override var ondrop: ((DragEvent) -> dynamic)?\n   override var ondurationchange: ((Event) -> dynamic)?\n   override var onemptied: ((Event) -> dynamic)?\n   override var onended: ((Event) -> dynamic)?\n   override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n   override var onfocus: ((FocusEvent) -> dynamic)?\n   override var oninput: ((InputEvent) -> dynamic)?\n   override var oninvalid: ((Event) -> dynamic)?\n   override var onkeydown: ((KeyboardEvent) -> dynamic)?\n   override var onkeypress: ((KeyboardEvent) -> dynamic)?\n   override var onkeyup: ((KeyboardEvent) -> dynamic)?\n   override var onload: ((Event) -> dynamic)?\n   override var onloadeddata: ((Event) -> dynamic)?\n   override var onloadedmetadata: ((Event) -> dynamic)?\n   override var onloadend: ((Event) -> dynamic)?\n   override var onloadstart: ((ProgressEvent) -> dynamic)?\n   override var onmousedown: ((MouseEvent) -> dynamic)?\n   override var onmouseenter: ((MouseEvent) -> dynamic)?\n   override var onmouseleave: ((MouseEvent) -> dynamic)?\n   override var onmousemove: ((MouseEvent) -> dynamic)?\n   override var onmouseout: ((MouseEvent) -> dynamic)?\n   override var onmouseover: ((MouseEvent) -> dynamic)?\n   override var onmouseup: ((MouseEvent) -> dynamic)?\n   override var onwheel: ((WheelEvent) -> dynamic)?\n   override var onpause: ((Event) -> dynamic)?\n   override var onplay: ((Event) -> dynamic)?\n   override var onplaying: ((Event) -> dynamic)?\n   override var onprogress: ((ProgressEvent) -> dynamic)?\n   override var onratechange: ((Event) -> dynamic)?\n   override var onreset: ((Event) -> dynamic)?\n   override var onresize: ((Event) -> dynamic)?\n   override var onscroll: ((Event) -> dynamic)?\n   override var onseeked: ((Event) -> dynamic)?\n   override var onseeking: ((Event) -> dynamic)?\n   override var onselect: ((Event) -> dynamic)?\n   override var onshow: ((Event) -> dynamic)?\n   override var onstalled: ((Event) -> dynamic)?\n   override var onsubmit: ((Event) -> dynamic)?\n   override var onsuspend: ((Event) -> dynamic)?\n   override var ontimeupdate: ((Event) -> dynamic)?\n   override var ontoggle: ((Event) -> dynamic)?\n   override var onvolumechange: ((Event) -> dynamic)?\n   override var onwaiting: ((Event) -> dynamic)?\n   override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n   override var onlostpointercapture: ((PointerEvent) -> dynamic)?\n   override var onpointerdown: ((PointerEvent) -> dynamic)?\n   override var onpointermove: ((PointerEvent) -> dynamic)?\n   override var onpointerup: ((PointerEvent) -> dynamic)?\n   override var onpointercancel: ((PointerEvent) -> dynamic)?\n   override var onpointerover: ((PointerEvent) -> dynamic)?\n   override var onpointerout: ((PointerEvent) -> dynamic)?\n   override var onpointerenter: ((PointerEvent) -> dynamic)?\n   override var onpointerleave: ((PointerEvent) -> dynamic)?\n   override var oncopy: ((ClipboardEvent) -> dynamic)?\n   override var oncut: ((ClipboardEvent) -> dynamic)?\n   override var onpaste:

((ClipboardEvent) -> dynamic)?\n   override var contentEditable: String\n   override val isContentEditable: Boolean\n   override val style: CSSStyleDeclaration\n   override val children: HTMLCollection\n   override val firstElementChild: Element?\n   override val lastElementChild: Element?\n   override val childElementCount: Int\n   override val previousElementSibling: Element?\n   override val nextElementSibling: Element?\n   override val assignedSlot: HTMLSlotElement?\n   override fun prepend(vararg nodes: dynamic)\n   override fun append(vararg nodes: dynamic)\n   override fun querySelector(selectors: String): Element?\n   override fun querySelectorAll(selectors: String): NodeList\n   override fun before(vararg nodes: dynamic)\n   override fun after(vararg nodes: dynamic)\n   override fun replaceWith(vararg nodes: dynamic)\n   override fun remove()\n   override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n   override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\npublic external open class Audio(src: String = definedExternally) : HTMLAudioElement {\n   override var onabort: ((Event) -> dynamic)?\n   override var onblur: ((FocusEvent) -> dynamic)?\n   override var oncancel: ((Event) -> dynamic)?\n   override var oncanplay: ((Event) -> dynamic)?\n   override var oncanplaythrough: ((Event) -> dynamic)?\n   override var onchange: ((Event) -> dynamic)?\n   override var onclick: ((MouseEvent) -> dynamic)?\n   override var onclose: ((Event) -> dynamic)?\n   override var oncontextmenu: ((MouseEvent) -> dynamic)?\n   override var oncuechange: ((Event) -> dynamic)?\n   override var ondblclick: ((MouseEvent) -> dynamic)?\n   override var ondrag: ((DragEvent) -> dynamic)?\n   override var ondragend: ((DragEvent) -> dynamic)?\n   override var ondragenter: ((DragEvent) -> dynamic)?\n   override var ondragexit: ((DragEvent) -> dynamic)?\n   override var ondragleave: ((DragEvent) -> dynamic)?\n   override var ondragover: ((DragEvent) -> dynamic)?\n   override var ondragstart: ((DragEvent) -> dynamic)?\n   override var ondrop: ((DragEvent) -> dynamic)?\n   override var ondurationchange: ((Event) -> dynamic)?\n   override var onemptied: ((Event) -> dynamic)?\n   override var onended: ((Event) -> dynamic)?\n   override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n   override var onfocus: ((FocusEvent) -> dynamic)?\n   override var oninput: ((InputEvent) -> dynamic)?\n   override var oninvalid: ((Event) -> dynamic)?\n   override var onkeydown: ((KeyboardEvent) -> dynamic)?\n   override var onkeypress: ((KeyboardEvent) -> dynamic)?\n   override var onkeyup: ((KeyboardEvent) -> dynamic)?\n   override var onload: ((Event) -> dynamic)?\n   override var onloadeddata: ((Event) -> dynamic)?\n   override var onloadedmetadata: ((Event) -> dynamic)?\n   override var onloadend: ((Event) -> dynamic)?\n   override var onloadstart: ((ProgressEvent) -> dynamic)?\n   override var onmousedown: ((MouseEvent) -> dynamic)?\n   override var onmouseenter: ((MouseEvent) -> dynamic)?\n   override var onmouseleave: ((MouseEvent) -> dynamic)?\n   override var onmousemove: ((MouseEvent) -> dynamic)?\n   override var onmouseout: ((MouseEvent) -> dynamic)?\n   override var onmouseover: ((MouseEvent) -> dynamic)?\n   override var onmouseup: ((MouseEvent) -> dynamic)?\n   override var onwheel: ((WheelEvent) -> dynamic)?\n   override var onpause: ((Event) -> dynamic)?\n   override var onplay: ((Event) -> dynamic)?\n   override var onplaying: ((Event) -> dynamic)?\n   override var onprogress: ((ProgressEvent) -> dynamic)?\n   override var onratechange: ((Event) -> dynamic)?\n   override var onreset: ((Event) -> dynamic)?\n   override var onresize: ((Event) -> dynamic)?\n   override var

onscroll: ((Event) -> dynamic)?\n   override var onseeked: ((Event) -> dynamic)?\n   override var onseeking: ((Event) -> dynamic)?\n   override var onselect: ((Event) -> dynamic)?\n   override var onshow: ((Event) -> dynamic)?\n   override var onstalled: ((Event) -> dynamic)?\n   override var onsubmit: ((Event) -> dynamic)?\n   override var onsuspend: ((Event) -> dynamic)?\n   override var ontimeupdate: ((Event) -> dynamic)?\n   override var ontoggle: ((Event) -> dynamic)?\n   override var onvolumechange: ((Event) -> dynamic)?\n   override var onwaiting: ((Event) -> dynamic)?\n   override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n   override var onlostpointercapture: ((PointerEvent) -> dynamic)?\n   override var onpointerdown: ((PointerEvent) -> dynamic)?\n   override var onpointermove: ((PointerEvent) -> dynamic)?\n   override var onpointerup: ((PointerEvent) -> dynamic)?\n   override var onpointercancel: ((PointerEvent) -> dynamic)?\n   override var onpointerover: ((PointerEvent) -> dynamic)?\n   override var onpointerout: ((PointerEvent) -> dynamic)?\n   override var onpointerenter: ((PointerEvent) -> dynamic)?\n   override var onpointerleave: ((PointerEvent) -> dynamic)?\n   override var oncopy: ((ClipboardEvent) -> dynamic)?\n   override var oncut: ((ClipboardEvent) -> dynamic)?\n   override var onpaste: ((ClipboardEvent) -> dynamic)?\n   override var contentEditable: String\n   override val isContentEditable: Boolean\n   override val style: CSSStyleDeclaration\n   override val children: HTMLCollection\n   override val firstElementChild: Element?\n   override val lastElementChild: Element?\n   override val childElementCount: Int\n   override val previousElementSibling: Element?\n   override val nextElementSibling: Element?\n   override val assignedSlot: HTMLSlotElement?\n   override fun prepend(vararg nodes: dynamic)\n   override fun append(vararg nodes: dynamic)\n   override fun querySelector(selectors: String): Element?\n   override fun querySelectorAll(selectors: String): NodeList\n   override fun before(vararg nodes: dynamic)\n   override fun after(vararg nodes: dynamic)\n   override fun replaceWith(vararg nodes: dynamic)\n   override fun remove()\n   override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n   override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n   override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n   companion object {\n   val NETWORK_EMPTY: Short\n   val NETWORK_IDLE: Short\n   val NETWORK_LOADING: Short\n   val NETWORK_NO_SOURCE: Short\n   val HAVE_NOTHING: Short\n   val HAVE_METADATA: Short\n   val HAVE_CURRENT_DATA: Short\n   val HAVE_FUTURE_DATA: Short\n   val HAVE_ENOUGH_DATA: Short\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin\n */\npublic external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {\n   override var onabort: ((Event) -> dynamic)?\n   override var onblur: ((FocusEvent) -> dynamic)?\n   override var oncancel: ((Event) -> dynamic)?\n   override var oncanplay: ((Event) -> dynamic)?\n   override var oncanplaythrough: ((Event) -> dynamic)?\n   override var onchange: ((Event) -> dynamic)?\n   override var onclick: ((MouseEvent) -> dynamic)?\n   override var onclose: ((Event) -> dynamic)?\n   override var oncontextmenu: ((MouseEvent) -> dynamic)?\n   override var oncuechange: ((Event) -> dynamic)?\n   override var ondblclick: ((MouseEvent) -> dynamic)?\n   override var ondrag: ((DragEvent) -> dynamic)?\n   override var ondragend: ((DragEvent) -> dynamic)?\n   override var ondragenter: ((DragEvent) -> dynamic)?\n   override var ondragexit: ((DragEvent) ->

dynamic)?\n override var ondragleave: ((DragEvent) -> dynamic)?\n override var ondragover: ((DragEvent) -> dynamic)?\n override var ondragstart: ((DragEvent) -> dynamic)?\n override var ondrop: ((DragEvent) -> dynamic)?\n override var ondurationchange: ((Event) -> dynamic)?\n override var onemptied: ((Event) -> dynamic)?\n override var onended: ((Event) -> dynamic)?\n override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n override var onfocus: ((FocusEvent) -> dynamic)?\n override var oninput: ((InputEvent) -> dynamic)?\n override var oninvalid: ((Event) -> dynamic)?\n override var onkeydown: ((KeyboardEvent) -> dynamic)?\n override var onkeypress: ((KeyboardEvent) -> dynamic)?\n override var onkeyup: ((KeyboardEvent) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override var onloadeddata: ((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var onloadend: ((Event) -> dynamic)?\n override var onloadstart: ((ProgressEvent) -> dynamic)?\n override var onmousedown: ((MouseEvent) -> dynamic)?\n override var onmouseenter: ((MouseEvent) -> dynamic)?\n override var onmouseleave: ((MouseEvent) -> dynamic)?\n override var onmousemove: ((MouseEvent) -> dynamic)?\n override var onmouseout: ((MouseEvent) -> dynamic)?\n override var onmouseover: ((MouseEvent) -> dynamic)?\n override var onmouseup: ((MouseEvent) -> dynamic)?\n override var onwheel: ((WheelEvent) -> dynamic)?\n override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) -> dynamic)?\n override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((ProgressEvent) -> dynamic)?\n override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n override var onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var onseeked: ((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect: ((Event) -> dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) -> dynamic)?\n override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var ontimeupdate: ((Event) -> dynamic)?\n override var ontoggle: ((Event) -> dynamic)?\n override var onvolumechange: ((Event) -> dynamic)?\n override var onwaiting: ((Event) -> dynamic)?\n override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n override var onlostpointercapture: ((PointerEvent) -> dynamic)?\n override var onpointerdown: ((PointerEvent) -> dynamic)?\n override var onpointermove: ((PointerEvent) -> dynamic)?\n override var onpointerup: ((PointerEvent) -> dynamic)?\n override var onpointercancel: ((PointerEvent) -> dynamic)?\n override var onpointerover: ((PointerEvent) -> dynamic)?\n override var onpointerout: ((PointerEvent) -> dynamic)?\n override var onpointerenter: ((PointerEvent) -> dynamic)?\n override var onpointerleave: ((PointerEvent) -> dynamic)?\n override var oncopy: ((ClipboardEvent) -> dynamic)?\n override var oncut: ((ClipboardEvent) -> dynamic)?\n override var onpaste: ((ClipboardEvent) -> dynamic)?\n override var contentEditable: String\n override val isContentEditable: Boolean\n override val style: CSSStyleDeclaration\n override val children: HTMLCollection\n override val firstElementChild: Element?\n override val lastElementChild: Element?\n override val childElementCount: Int\n override val previousElementSibling: Element?\n override val nextElementSibling: Element?\n override val assignedSlot: HTMLSlotElement?\n override fun prepend(vararg nodes: dynamic)\n override fun append(vararg nodes: dynamic)\n override fun querySelector(selectors: String): Element?\n override fun querySelectorAll(selectors: String): NodeList\n override fun before(vararg nodes: dynamic)\n override fun after(vararg nodes: dynamic)\n override fun replaceWith(vararg nodes: dynamic)\n override fun remove()\n override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val

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DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
UnionElementOrHTMLCollection\n\npublic external interface UnionElementOrRadioNodeList\n\npublic external
interface UnionHTMLOptGroupElementOrHTMLOptionElement\n\npublic external interface
UnionAudioTrackOrTextTrackOrVideoTrack\n\npublic external interface UnionElementOrMouseEvent\n\npublic
external interface UnionMessagePortOrWindowProxy\n\npublic external interface MediaProvider\n\npublic
external interface RenderingContext\n\npublic external interface HTMLOrSVGImageElement :
CanvasImageSource\n\npublic external interface CanvasImageSource : ImageBitmapSource\n\npublic external
interface ImageBitmapSource\n\npublic external interface HTMLOrSVGScriptElement\n\n/* please, don't
implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface DocumentReadyState {\n    companion object\n}\n\npublic inline val
DocumentReadyState.Companion.LOADING: DocumentReadyState get() =
\"loading\".asDynamic().unsafeCast<DocumentReadyState>()\n\npublic inline val
DocumentReadyState.Companion.INTERACTIVE: DocumentReadyState get() =
\"interactive\".asDynamic().unsafeCast<DocumentReadyState>()\n\npublic inline val
DocumentReadyState.Companion.COMPLETE: DocumentReadyState get() =
\"complete\".asDynamic().unsafeCast<DocumentReadyState>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface CanPlayTypeResult {\n    companion object\n}\n\npublic inline val
CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() =
\"\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val CanPlayTypeResult.Companion.MAYBE:
CanPlayTypeResult get() = \"maybe\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\npublic inline val
CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() =
\"probably\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface TextTrackMode {\n    companion object\n}\n\npublic inline val TextTrackMode.Companion.DISABLED:
TextTrackMode get() = \"disabled\".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val
TextTrackMode.Companion.HIDDEN: TextTrackMode get() =
\"hidden\".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val
TextTrackMode.Companion.SHOWING: TextTrackMode get() =
\"showing\".asDynamic().unsafeCast<TextTrackMode>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface TextTrackKind {\n    companion object\n}\n\npublic inline val TextTrackKind.Companion.SUBTITLES:
TextTrackKind get() = \"subtitles\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.CAPTIONS: TextTrackKind get() =
\"captions\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() =
\"descriptions\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.CHAPTERS: TextTrackKind get() =
\"chapters\".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val
TextTrackKind.Companion.METADATA: TextTrackKind get() =
\"metadata\".asDynamic().unsafeCast<TextTrackKind>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface SelectionMode {\n    companion object\n}\n\npublic inline val SelectionMode.Companion.SELECT:
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SelectionMode get() = \"select\".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.START: SelectionMode get() = \"start\".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.END: SelectionMode get() = \"end\".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.PRESERVE: SelectionMode get() = \"preserve\".asDynamic().unsafeCast<SelectionMode>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface CanvasFillRule {\n   companion object\n}\n\npublic inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() = \"nonzero\".asDynamic().unsafeCast<CanvasFillRule>()\n\npublic inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() = \"evenodd\".asDynamic().unsafeCast<CanvasFillRule>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ImageSmoothingQuality {\n   companion object\n}\n\npublic inline val ImageSmoothingQuality.Companion.LOW: ImageSmoothingQuality get() = \"low\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\npublic inline val ImageSmoothingQuality.Companion.MEDIUM: ImageSmoothingQuality get() = \"medium\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\npublic inline val ImageSmoothingQuality.Companion.HIGH: ImageSmoothingQuality get() = \"high\".asDynamic().unsafeCast<ImageSmoothingQuality>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface CanvasLineCap {\n   companion object\n}\n\npublic inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() = \"butt\".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() = \"round\".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() = \"square\".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface CanvasLineJoin {\n   companion object\n}\n\npublic inline val CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() = \"round\".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() = \"bevel\".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = \"miter\".asDynamic().unsafeCast<CanvasLineJoin>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface CanvasTextAlign {\n   companion object\n}\n\npublic inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = \"start\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = \"end\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = \"left\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = \"right\".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = \"center\".asDynamic().unsafeCast<CanvasTextAlign>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface CanvasTextBaseline {\n   companion object\n}\n\npublic inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = \"top\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = \"hanging\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() =

\"middle\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = \"alphabetic\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = \"ideographic\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = \"bottom\".asDynamic().unsafeCast<CanvasTextBaseline>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface CanvasDirection {\n   companion object\n}\n\npublic inline val CanvasDirection.Companion.LTR: CanvasDirection get() = \"ltr\".asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val CanvasDirection.Companion.RTL: CanvasDirection get() = \"rtl\".asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val CanvasDirection.Companion.INHERIT: CanvasDirection get() = \"inherit\".asDynamic().unsafeCast<CanvasDirection>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ScrollRestoration {\n   companion object\n}\n\npublic inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = \"auto\".asDynamic().unsafeCast<ScrollRestoration>()\n\npublic inline val ScrollRestoration.Companion.MANUAL: ScrollRestoration get() = \"manual\".asDynamic().unsafeCast<ScrollRestoration>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ImageOrientation {\n   companion object\n}\n\npublic inline val ImageOrientation.Companion.NONE: ImageOrientation get() = \"none\".asDynamic().unsafeCast<ImageOrientation>()\n\npublic inline val ImageOrientation.Companion.FLIPY: ImageOrientation get() = \"flipY\".asDynamic().unsafeCast<ImageOrientation>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface PremultiplyAlpha {\n   companion object\n}\n\npublic inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = \"none\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = \"premultiply\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = \"default\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ColorSpaceConversion {\n   companion object\n}\n\npublic inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = \"none\".asDynamic().unsafeCast<ColorSpaceConversion>()\n\npublic inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = \"default\".asDynamic().unsafeCast<ColorSpaceConversion>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ResizeQuality {\n   companion object\n}\n\npublic inline val ResizeQuality.Companion.PIXELATED: ResizeQuality get() = \"pixelated\".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val ResizeQuality.Companion.LOW: ResizeQuality get() = \"low\".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = \"medium\".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val ResizeQuality.Companion.HIGH: ResizeQuality get() = \"high\".asDynamic().unsafeCast<ResizeQuality>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface BinaryType {\n   companion object\n}\n\npublic inline val BinaryType.Companion.BLOB: BinaryType get() = \"blob\".asDynamic().unsafeCast<BinaryType>()\n\npublic inline val

BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
\"arraybuffer\".asDynamic().unsafeCast<BinaryType>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface WorkerType {\n   companion object\n}\n\npublic inline val WorkerType.Companion.CLASSIC:
WorkerType get() = \"classic\".asDynamic().unsafeCast<WorkerType>()\n\npublic inline val
WorkerType.Companion.MODULE: WorkerType get() =
\"module\".asDynamic().unsafeCast<WorkerType>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface ShadowRootMode {\n   companion object\n}\n\npublic inline val ShadowRootMode.Companion.OPEN:
ShadowRootMode get() = \"open\".asDynamic().unsafeCast<ShadowRootMode>()\n\npublic inline val
ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =
\"closed\".asDynamic().unsafeCast<ShadowRootMode>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface ScrollBehavior {\n   companion object\n}\n\npublic inline val ScrollBehavior.Companion.AUTO:
ScrollBehavior get() = \"auto\".asDynamic().unsafeCast<ScrollBehavior>()\n\npublic inline val
ScrollBehavior.Companion.INSTANT: ScrollBehavior get() =
\"instant\".asDynamic().unsafeCast<ScrollBehavior>()\n\npublic inline val ScrollBehavior.Companion.SMOOTH:
ScrollBehavior get() = \"smooth\".asDynamic().unsafeCast<ScrollBehavior>()\n\n/* please, don't implement this
interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic
external interface ScrollLogicalPosition {\n   companion object\n}\n\npublic inline val
ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() =
\"start\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() =
\"center\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() =
\"end\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() =
\"nearest\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\n/* please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface CSSBoxType {\n   companion object\n}\n\npublic inline val CSSBoxType.Companion.MARGIN:
CSSBoxType get() = \"margin\".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val
CSSBoxType.Companion.BORDER: CSSBoxType get() =
\"border\".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val CSSBoxType.Companion.PADDING:
CSSBoxType get() = \"padding\".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val
CSSBoxType.Companion.CONTENT: CSSBoxType get() =
\"content\".asDynamic().unsafeCast<CSSBoxType>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.fetch\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.files.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript
[Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin\n */\npublic external open class
Headers(init: dynamic = definedExternally) {\n   fun append(name: String, value: String)\n   fun delete(name:
String)\n   fun get(name: String): String?\n   fun has(name: String): Boolean\n   fun set(name: String, value:
String)\n}\n\n/**\n * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to
Kotlin\n */\npublic external interface Body {\n   val bodyUsed: Boolean\n   fun arrayBuffer():
Promise<ArrayBuffer>\n   fun blob(): Promise<Blob>\n   fun formData(): Promise<FormData>\n   fun json():
Promise<Any?>\n   fun text(): Promise<String>\n}\n\n/**\n * Exposes the JavaScript
[Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin\n */\npublic external open class

Request(input: dynamic, init: RequestInit = definedExternally) : Body {\n open val method: String\n open val url: String\n open val headers: Headers\n open val type: RequestType\n open val destination: RequestDestination\n open val referrer: String\n open val referrerPolicy: dynamic\n open val mode: RequestMode\n open val credentials: RequestCredentials\n open val cache: RequestCache\n open val redirect: RequestRedirect\n open val integrity: String\n open val keepalive: Boolean\n override val bodyUsed: Boolean\n fun clone(): Request\n override fun arrayBuffer(): Promise<ArrayBuffer>\n override fun blob(): Promise<Blob>\n override fun formData(): Promise<FormData>\n override fun json(): Promise<Any?>\n override fun text(): Promise<String>\n}\n\npublic external interface RequestInit {\n var method: String?\n get() = definedExternally\n set(value) = definedExternally\n var headers: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var body: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var referrer: String?\n get() = definedExternally\n set(value) = definedExternally\n var referrerPolicy: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var mode: RequestMode?\n get() = definedExternally\n set(value) = definedExternally\n var credentials: RequestCredentials?\n get() = definedExternally\n set(value) = definedExternally\n var cache: RequestCache?\n get() = definedExternally\n set(value) = definedExternally\n var redirect: RequestRedirect?\n get() = definedExternally\n set(value) = definedExternally\n var integrity: String?\n get() = definedExternally\n set(value) = definedExternally\n var keepalive: Boolean?\n get() = definedExternally\n set(value) = definedExternally\n var window: Any?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun RequestInit(method: String? = undefined, headers: dynamic = undefined, body: dynamic = undefined, referrer: String? = undefined, referrerPolicy: dynamic = undefined, mode: RequestMode? = undefined, credentials: RequestCredentials? = undefined, cache: RequestCache? = undefined, redirect: RequestRedirect? = undefined, integrity: String? = undefined, keepalive: Boolean? = undefined, window: Any? = undefined): RequestInit {\n val o = js(\"({})\")\n o[\"method\"] = method\n o[\"headers\"] = headers\n o[\"body\"] = body\n o[\"referrer\"] = referrer\n o[\"referrerPolicy\"] = referrerPolicy\n o[\"mode\"] = mode\n o[\"credentials\"] = credentials\n o[\"cache\"] = cache\n o[\"redirect\"] = redirect\n o[\"integrity\"] = integrity\n o[\"keepalive\"] = keepalive\n o[\"window\"] = window\n return o\n}\n\n/**\n * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin\n */\npublic external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {\n open val type: ResponseType\n open val url: String\n open val redirected: Boolean\n open val status: Short\n open val ok: Boolean\n open val statusText: String\n open val headers: Headers\n open val body: dynamic\n open val trailer: Promise<Headers>\n override val bodyUsed: Boolean\n fun clone(): Response\n override fun arrayBuffer(): Promise<ArrayBuffer>\n override fun blob(): Promise<Blob>\n override fun formData(): Promise<FormData>\n override fun json(): Promise<Any?>\n override fun text(): Promise<String>\n\n companion object {\n fun error(): Response\n fun redirect(url: String, status: Short = definedExternally): Response\n }\n}\n\npublic external interface ResponseInit {\n var status: Short? /* = 200 */\n get() = definedExternally\n set(value) = definedExternally\n var statusText: String? /* = \"OK\" */\n get() = definedExternally\n set(value) = definedExternally\n var headers: dynamic\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ResponseInit(status: Short? = 200, statusText: String? = \"OK\", headers: dynamic = undefined): ResponseInit {\n val o = js(\"({})\")\n o[\"status\"] = status\n o[\"statusText\"] = statusText\n o[\"headers\"] = headers\n return o\n}\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface RequestType {\n companion object\n}\n\npublic inline val RequestType.Companion.EMPTY: RequestType get() = \"\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.AUDIO: RequestType get() =

\"audio\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.FONT: RequestType get() = \"font\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.IMAGE: RequestType get() = \"image\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.SCRIPT: RequestType get() = \"script\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.STYLE: RequestType get() = \"style\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.TRACK: RequestType get() = \"track\".asDynamic().unsafeCast<RequestType>()\n\npublic inline val RequestType.Companion.VIDEO: RequestType get() = \"video\".asDynamic().unsafeCast<RequestType>()\n\n/* please, don't implement this interface!
/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface RequestDestination {\n   companion object\n}\n\npublic inline val RequestDestination.Companion.EMPTY: RequestDestination get() = \"\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = \"document\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.EMBED: RequestDestination get() = \"embed\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.FONT: RequestDestination get() = \"font\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.IMAGE: RequestDestination get() = \"image\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = \"manifest\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.MEDIA: RequestDestination get() = \"media\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.OBJECT: RequestDestination get() = \"object\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.REPORT: RequestDestination get() = \"report\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.SCRIPT: RequestDestination get() = \"script\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = \"serviceworker\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = \"sharedworker\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.STYLE: RequestDestination get() = \"style\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.WORKER: RequestDestination get() = \"worker\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val RequestDestination.Companion.XSLT: RequestDestination get() = \"xslt\".asDynamic().unsafeCast<RequestDestination>()\n\n/ please, don't implement this interface!
*/\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface RequestMode {\n   companion object\n}\n\npublic inline val RequestMode.Companion.NAVIGATE: RequestMode get() = \"navigate\".asDynamic().unsafeCast<RequestMode>()\n\npublic inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = \"same-origin\".asDynamic().unsafeCast<RequestMode>()\n\npublic inline val RequestMode.Companion.NO_CORS: RequestMode get() = \"no-cors\".asDynamic().unsafeCast<RequestMode>()\n\npublic inline val

RequestMode.Companion.CORS: RequestMode get() = \"cors\".asDynamic().unsafeCast<RequestMode>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface RequestCredentials {\n companion object\n}\n\npublic inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = \"omit\".asDynamic().unsafeCast<RequestCredentials>()\n\npublic inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = \"same-origin\".asDynamic().unsafeCast<RequestCredentials>()\n\npublic inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = \"include\".asDynamic().unsafeCast<RequestCredentials>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface RequestCache {\n companion object\n}\n\npublic inline val RequestCache.Companion.DEFAULT: RequestCache get() = \"default\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.NO_STORE: RequestCache get() = \"no-store\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.RELOAD: RequestCache get() = \"reload\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.NO_CACHE: RequestCache get() = \"no-cache\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = \"force-cache\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = \"only-if-cached\".asDynamic().unsafeCast<RequestCache>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface RequestRedirect {\n companion object\n}\n\npublic inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = \"follow\".asDynamic().unsafeCast<RequestRedirect>()\n\npublic inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = \"error\".asDynamic().unsafeCast<RequestRedirect>()\n\npublic inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = \"manual\".asDynamic().unsafeCast<RequestRedirect>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ResponseType {\n companion object\n}\n\npublic inline val ResponseType.Companion.BASIC: ResponseType get() = \"basic\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.CORS: ResponseType get() = \"cors\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.DEFAULT: ResponseType get() = \"default\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.ERROR: ResponseType get() = \"error\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.OPAQUE: ResponseType get() = \"opaque\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = \"opaqueredirect\".asDynamic().unsafeCast<ResponseType>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.mediacapture\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes the JavaScript [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin\n */\npublic external open class MediaStream() : EventTarget, MediaProvider {\n constructor(stream: MediaStream)\n constructor(tracks: Array<MediaStreamTrack>)\n open val id: String\n open val active: Boolean\n var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?\n var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?\n fun getAudioTracks(): Array<MediaStreamTrack>\n fun getVideoTracks(): Array<MediaStreamTrack>\n fun getTracks(): Array<MediaStreamTrack>\n fun getTrackById(trackId: String):

MediaStreamTrack?\n fun addTrack(track: MediaStreamTrack)\n fun removeTrack(track: MediaStreamTrack)\n fun clone(): MediaStream\n}\n\n/**\n * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin\n */\npublic external abstract class MediaStreamTrack : EventTarget {\n open val kind: String\n open val id: String\n open val label: String\n open var enabled: Boolean\n open val muted: Boolean\n open var onmute: ((Event) -> dynamic)?\n open var onunmute: ((Event) -> dynamic)?\n open val readyState: MediaStreamTrackState\n open var onended: ((Event) -> dynamic)?\n open var onoverconstrained: ((Event) -> dynamic)?\n fun clone(): MediaStreamTrack\n fun stop()\n fun getCapabilities(): MediaTrackCapabilities\n fun getConstraints(): MediaTrackConstraints\n fun getSettings(): MediaTrackSettings\n fun applyConstraints(constraints: MediaTrackConstraints = definedExternally): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin\n */\npublic external interface MediaTrackSupportedConstraints {\n var width: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var height: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var aspectRatio: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var frameRate: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var facingMode: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var resizeMode: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var volume: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var sampleRate: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var sampleSize: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var echoCancellation: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var autoGainControl: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var noiseSuppression: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var latency: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var channelCount: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var deviceId: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var groupId: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true, frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true, sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl: Boolean? = true, noiseSuppression: Boolean? = true, latency: Boolean? = true, channelCount: Boolean? = true, deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {\n val o = js(\"({})\")\n o[\"width\"] = width\n o[\"height\"] = height\n o[\"aspectRatio\"] = aspectRatio\n o[\"frameRate\"] = frameRate\n o[\"facingMode\"] = facingMode\n o[\"resizeMode\"] = resizeMode\n o[\"volume\"] = volume\n o[\"sampleRate\"] = sampleRate\n o[\"sampleSize\"] = sampleSize\n o[\"echoCancellation\"] = echoCancellation\n o[\"autoGainControl\"] = autoGainControl\n o[\"noiseSuppression\"] = noiseSuppression\n o[\"latency\"] = latency\n o[\"channelCount\"] = channelCount\n o[\"deviceId\"] = deviceId\n o[\"groupId\"] = groupId\n return o\n}\n\npublic external interface MediaTrackCapabilities {\n var width: ULongRange?\n get() = definedExternally\n set(value) = definedExternally\n var height: ULongRange?\n get() = definedExternally\n set(value) = definedExternally\n var aspectRatio: DoubleRange?\n get() = definedExternally\n set(value) = definedExternally\n var frameRate: DoubleRange?\n get() = definedExternally\n set(value) = definedExternally\n var facingMode: Array<String>?\n get() = definedExternally\n set(value) = definedExternally\n var resizeMode: Array<String>?\n get() = definedExternally\n set(value) = definedExternally\n var volume: DoubleRange?\n get() = definedExternally\n set(value) = definedExternally\n var sampleRate: ULongRange?\n get() = definedExternally\n set(value) = definedExternally\n var sampleSize: ULongRange?\n get() =

definedExternally\n set(value) = definedExternally\n var echoCancellation: Array<Boolean>?\n get() = definedExternally\n set(value) = definedExternally\n var autoGainControl: Array<Boolean>?\n get() = definedExternally\n set(value) = definedExternally\n var noiseSuppression: Array<Boolean>?\n get() = definedExternally\n set(value) = definedExternally\n var latency: DoubleRange?\n get() = definedExternally\n set(value) = definedExternally\n var channelCount: ULongRange?\n get() = definedExternally\n set(value) = definedExternally\n var deviceId: String?\n get() = definedExternally\n set(value) = definedExternally\n var groupId: String?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackCapabilities(width: ULongRange? = undefined, height: ULongRange? = undefined, aspectRatio: DoubleRange? = undefined, frameRate: DoubleRange? = undefined, facingMode: Array<String>? = undefined, resizeMode: Array<String>? = undefined, volume: DoubleRange? = undefined, sampleRate: ULongRange? = undefined, sampleSize: ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined, autoGainControl: Array<Boolean>? = undefined, noiseSuppression: Array<Boolean>? = undefined, latency: DoubleRange? = undefined, channelCount: ULongRange? = undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackCapabilities {\n val o = js(\"({})\")\n o[\"width\"] = width\n o[\"height\"] = height\n o[\"aspectRatio\"] = aspectRatio\n o[\"frameRate\"] = frameRate\n o[\"facingMode\"] = facingMode\n o[\"resizeMode\"] = resizeMode\n o[\"volume\"] = volume\n o[\"sampleRate\"] = sampleRate\n o[\"sampleSize\"] = sampleSize\n o[\"echoCancellation\"] = echoCancellation\n o[\"autoGainControl\"] = autoGainControl\n o[\"noiseSuppression\"] = noiseSuppression\n o[\"latency\"] = latency\n o[\"channelCount\"] = channelCount\n o[\"deviceId\"] = deviceId\n o[\"groupId\"] = groupId\n return o\n}\n\n/**\n * Exposes the JavaScript [MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin\n */\npublic external interface MediaTrackConstraints : MediaTrackConstraintSet {\n var advanced: Array<MediaTrackConstraintSet>?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackConstraints(advanced: Array<MediaTrackConstraintSet>? = undefined, width: dynamic = undefined, height: dynamic = undefined, aspectRatio: dynamic = undefined, frameRate: dynamic = undefined, facingMode: dynamic = undefined, resizeMode: dynamic = undefined, volume: dynamic = undefined, sampleRate: dynamic = undefined, sampleSize: dynamic = undefined, echoCancellation: dynamic = undefined, autoGainControl: dynamic = undefined, noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraints {\n val o = js(\"({})\")\n o[\"advanced\"] = advanced\n o[\"width\"] = width\n o[\"height\"] = height\n o[\"aspectRatio\"] = aspectRatio\n o[\"frameRate\"] = frameRate\n o[\"facingMode\"] = facingMode\n o[\"resizeMode\"] = resizeMode\n o[\"volume\"] = volume\n o[\"sampleRate\"] = sampleRate\n o[\"sampleSize\"] = sampleSize\n o[\"echoCancellation\"] = echoCancellation\n o[\"autoGainControl\"] = autoGainControl\n o[\"noiseSuppression\"] = noiseSuppression\n o[\"latency\"] = latency\n o[\"channelCount\"] = channelCount\n o[\"deviceId\"] = deviceId\n o[\"groupId\"] = groupId\n return o\n}\n\npublic external interface MediaTrackConstraintSet {\n var width: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var height: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var aspectRatio: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var frameRate: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var facingMode: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var resizeMode: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var volume: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var sampleRate: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var sampleSize: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var echoCancellation: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var autoGainControl: dynamic\n get() = definedExternally\n set(value) =

definedExternally\n   var noiseSuppression: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var latency: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var channelCount: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var deviceId: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var groupId: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackConstraintSet(width: dynamic = undefined, height: dynamic = undefined, aspectRatio: dynamic = undefined, frameRate: dynamic = undefined, facingMode: dynamic = undefined, resizeMode: dynamic = undefined, volume: dynamic = undefined, sampleRate: dynamic = undefined, sampleSize: dynamic = undefined, echoCancellation: dynamic = undefined, autoGainControl: dynamic = undefined, noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraintSet {\n   val o = js(\"({})\")\n   o[\"width\"] = width\n   o[\"height\"] = height\n   o[\"aspectRatio\"] = aspectRatio\n   o[\"frameRate\"] = frameRate\n   o[\"facingMode\"] = facingMode\n   o[\"resizeMode\"] = resizeMode\n   o[\"volume\"] = volume\n   o[\"sampleRate\"] = sampleRate\n   o[\"sampleSize\"] = sampleSize\n   o[\"echoCancellation\"] = echoCancellation\n   o[\"autoGainControl\"] = autoGainControl\n   o[\"noiseSuppression\"] = noiseSuppression\n   o[\"latency\"] = latency\n   o[\"channelCount\"] = channelCount\n   o[\"deviceId\"] = deviceId\n   o[\"groupId\"] = groupId\n   return o\n}\n\n/**\n * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin\n */\npublic external interface MediaTrackSettings {\n   var width: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var height: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var aspectRatio: Double?\n   get() = definedExternally\n   set(value) = definedExternally\n   var frameRate: Double?\n   get() = definedExternally\n   set(value) = definedExternally\n   var facingMode: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var resizeMode: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var volume: Double?\n   get() = definedExternally\n   set(value) = definedExternally\n   var sampleRate: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var sampleSize: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var echoCancellation: Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n   var autoGainControl: Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n   var noiseSuppression: Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n   var latency: Double?\n   get() = definedExternally\n   set(value) = definedExternally\n   var channelCount: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var deviceId: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var groupId: String?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackSettings(width: Int? = undefined, height: Int? = undefined, aspectRatio: Double? = undefined, frameRate: Double? = undefined, facingMode: String? = undefined, resizeMode: String? = undefined, volume: Double? = undefined, sampleRate: Int? = undefined, sampleSize: Int? = undefined, echoCancellation: Boolean? = undefined, autoGainControl: Boolean? = undefined, noiseSuppression: Boolean? = undefined, latency: Double? = undefined, channelCount: Int? = undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackSettings {\n   val o = js(\"({})\")\n   o[\"width\"] = width\n   o[\"height\"] = height\n   o[\"aspectRatio\"] = aspectRatio\n   o[\"frameRate\"] = frameRate\n   o[\"facingMode\"] = facingMode\n   o[\"resizeMode\"] = resizeMode\n   o[\"volume\"] = volume\n   o[\"sampleRate\"] = sampleRate\n   o[\"sampleSize\"] = sampleSize\n   o[\"echoCancellation\"] = echoCancellation\n   o[\"autoGainControl\"] = autoGainControl\n   o[\"noiseSuppression\"] = noiseSuppression\n   o[\"latency\"] = latency\n   o[\"channelCount\"] = channelCount\n   o[\"deviceId\"] = deviceId\n   o[\"groupId\"] = groupId\n   return o\n}\n\n/**\n * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin\n */\npublic external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :

Event {\n open val track: MediaStreamTrack\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface MediaStreamTrackEventInit : EventInit {\n var track: MediaStreamTrack?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaStreamTrackEventInit(track: MediaStreamTrack?, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaStreamTrackEventInit {\n val o = js(\"({})\")\n o[\"track\"] = track\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\npublic external open class OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {\n open val error: dynamic\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface OverconstrainedErrorEventInit : EventInit {\n var error: dynamic /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun OverconstrainedErrorEventInit(error: dynamic = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): OverconstrainedErrorEventInit {\n val o = js(\"({})\")\n o[\"error\"] = error\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin\n */\npublic external abstract class MediaDevices : EventTarget {\n open var ondevicechange: ((Event) -> dynamic)?\n fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>\n fun getSupportedConstraints(): MediaTrackSupportedConstraints\n fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>\n}\n\n/**\n * Exposes the JavaScript [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin\n */\npublic external abstract class MediaDeviceInfo {\n open val deviceId: String\n open val kind: MediaDeviceKind\n open val label: String\n open val groupId: String\n fun toJSON(): dynamic\n}\n\npublic external abstract class InputDeviceInfo : MediaDeviceInfo {\n fun getCapabilities(): MediaTrackCapabilities\n}\n\n/**\n * Exposes the JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin\n */\npublic external interface MediaStreamConstraints {\n var video: dynamic /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var audio: dynamic /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {\n val o = js(\"({})\")\n o[\"video\"] = video\n o[\"audio\"] = audio\n return o\n}\n\npublic external interface ConstrainablePattern {\n var onoverconstrained: ((Event) -> dynamic)?\n get() = definedExternally\n set(value) = definedExternally\n fun getCapabilities(): Capabilities\n fun getConstraints(): Constraints\n fun getSettings(): Settings\n fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin\n */\npublic external interface DoubleRange {\n var max: Double?\n get() = definedExternally\n set(value) = definedExternally\n var min: Double?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {\n val o = js(\"({})\")\n o[\"max\"] = max\n o[\"min\"] = min\n return o\n}\n\npublic external interface ConstrainDoubleRange : DoubleRange {\n var exact: Double?\n get() = definedExternally\n set(value) = definedExternally\n var ideal: Double?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainDoubleRange(exact: Double? = undefined, ideal: Double? = undefined, max: Double? = undefined, min: Double? = undefined): ConstrainDoubleRange {\n val o = js(\"({})\")\n o[\"exact\"] = exact\n o[\"ideal\"] = ideal\n o[\"max\"] =

max\n   o[\"min\"] = min\n   return o\n}\n\npublic external interface ULongRange {\n   var max: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var min: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {\n   val o = js(\"({})\")\n   o[\"max\"] = max\n   o[\"min\"] = min\n   return o\n}\n\npublic external interface ConstrainULongRange : ULongRange {\n   var exact: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n   var ideal: Int?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainULongRange(exact: Int? = undefined, ideal: Int? = undefined, max: Int? = undefined, min: Int? = undefined): ConstrainULongRange {\n   val o = js(\"({})\")\n   o[\"exact\"] = exact\n   o[\"ideal\"] = ideal\n   o[\"max\"] = max\n   o[\"min\"] = min\n   return o\n}\n\n/**\n * Exposes the JavaScript [ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin\n */\npublic external interface ConstrainBooleanParameters {\n   var exact: Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n   var ideal: Boolean?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainBooleanParameters(exact: Boolean? = undefined, ideal: Boolean? = undefined): ConstrainBooleanParameters {\n   val o = js(\"({})\")\n   o[\"exact\"] = exact\n   o[\"ideal\"] = ideal\n   return o\n}\n\n/**\n * Exposes the JavaScript [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin\n */\npublic external interface ConstrainDOMStringParameters {\n   var exact: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n   var ideal: dynamic\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {\n   val o = js(\"({})\")\n   o[\"exact\"] = exact\n   o[\"ideal\"] = ideal\n   return o\n}\n\npublic external interface Capabilities\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun Capabilities(): Capabilities {\n   val o = js(\"({})\")\n   return o\n}\n\npublic external interface Settings\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun Settings(): Settings {\n   val o = js(\"({})\")\n   return o\n}\n\npublic external interface ConstraintSet\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ConstraintSet(): ConstraintSet {\n   val o = js(\"({})\")\n   return o\n}\n\npublic external interface Constraints : ConstraintSet {\n   var advanced: Array<ConstraintSet>?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {\n   val o = js(\"({})\")\n   o[\"advanced\"] = advanced\n   return o\n}\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface MediaStreamTrackState {\n   companion object\n}\n\npublic inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = \"live\".asDynamic().unsafeCast<MediaStreamTrackState>()\n\npublic inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = \"ended\".asDynamic().unsafeCast<MediaStreamTrackState>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface VideoFacingModeEnum {\n   companion object\n}\n\npublic inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = \"user\".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val

VideoFacingModeEnum.Companion.ENVIRONMENT: VideoFacingModeEnum get() = \"environment\".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = \"left\".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = \"right\".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface VideoResizeModeEnum {\n companion object\n}\n\npublic inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = \"none\".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\npublic inline val VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = \"crop-and-scale\".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface MediaDeviceKind {\n companion object\n}\n\npublic inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = \"audioinput\".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = \"audiooutput\".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = \"videoinput\".asDynamic().unsafeCast<MediaDeviceKind>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.mediasource\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes the JavaScript [MediaSource](https://developer.mozilla.org/en/docs/Web/API/MediaSource) to Kotlin\n */\npublic external open class MediaSource : EventTarget, MediaProvider {\n open val sourceBuffers: SourceBufferList\n open val activeSourceBuffers: SourceBufferList\n open val readyState: ReadyState\n var duration: Double\n var onsourceopen: ((Event) -> dynamic)?\n var onsourceended: ((Event) -> dynamic)?\n var onsourceclose: ((Event) -> dynamic)?\n fun addSourceBuffer(type: String): SourceBuffer\n fun removeSourceBuffer(sourceBuffer: SourceBuffer)\n fun endOfStream(error: EndOfStreamError = definedExternally)\n fun setLiveSeekableRange(start: Double, end: Double)\n fun clearLiveSeekableRange()\n\n companion object {\n fun isTypeSupported(type: String): Boolean\n }\n}\n\n/**\n * Exposes the JavaScript [SourceBuffer](https://developer.mozilla.org/en/docs/Web/API/SourceBuffer) to Kotlin\n */\npublic external abstract class SourceBuffer : EventTarget {\n open var mode: AppendMode\n open val updating: Boolean\n open val buffered: TimeRanges\n open var timestampOffset: Double\n open val audioTracks: AudioTrackList\n open val videoTracks: VideoTrackList\n open val textTracks: TextTrackList\n open var appendWindowStart: Double\n open var appendWindowEnd: Double\n open var onupdatestart: ((Event) -> dynamic)?\n open var onupdate: ((Event) -> dynamic)?\n open var onupdateend: ((Event) -> dynamic)?\n open var onerror: ((Event) -> dynamic)?\n open var onabort: ((Event) -> dynamic)?\n fun appendBuffer(data: dynamic)\n fun abort()\n fun remove(start: Double, end: Double)\n}\n\n/**\n * Exposes the JavaScript [SourceBufferList](https://developer.mozilla.org/en/docs/Web/API/SourceBufferList) to Kotlin\n */\npublic external abstract class SourceBufferList : EventTarget {\n open val length: Int\n open var onaddsourcebuffer: ((Event) -> dynamic)?\n open var onremovesourcebuffer: ((Event) -> dynamic)?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SourceBufferList.get(index: Int): SourceBuffer? = asDynamic()[index]\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ReadyState {\n companion object\n}\n\npublic inline val ReadyState.Companion.CLOSED: ReadyState

get() = \"closed\".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val ReadyState.Companion.OPEN: ReadyState get() = \"open\".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val ReadyState.Companion.ENDED: ReadyState get() = \"ended\".asDynamic().unsafeCast<ReadyState>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface EndOfStreamError {\n companion object\n}\n\npublic inline val EndOfStreamError.Companion.NETWORK: EndOfStreamError get() = \"network\".asDynamic().unsafeCast<EndOfStreamError>()\n\npublic inline val EndOfStreamError.Companion.DECODE: EndOfStreamError get() = \"decode\".asDynamic().unsafeCast<EndOfStreamError>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface AppendMode {\n companion object\n}\n\npublic inline val AppendMode.Companion.SEGMENTS: AppendMode get() = \"segments\".asDynamic().unsafeCast<AppendMode>()\n\npublic inline val AppendMode.Companion.SEQUENCE: AppendMode get() = \"sequence\".asDynamic().unsafeCast<AppendMode>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.pointerevents\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface PointerEventInit : MouseEventInit {\n var pointerId: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var width: Double? /* = 1.0 */\n get() = definedExternally\n set(value) = definedExternally\n var height: Double? /* = 1.0 */\n get() = definedExternally\n set(value) = definedExternally\n var pressure: Float? /* = 0f */\n get() = definedExternally\n set(value) = definedExternally\n var tangentialPressure: Float? /* = 0f */\n get() = definedExternally\n set(value) = definedExternally\n var tiltX: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var tiltY: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var twist: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var pointerType: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var isPrimary: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PointerEventInit(pointerId: Int? = 0, width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, tangentialPressure: Float? = 0f, tiltX: Int? = 0, tiltY: Int? = 0, twist: Int? = 0, pointerType: String? = \"\", isPrimary: Boolean? = false, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PointerEventInit {\n val o = js(\"({})\")\n o[\"pointerId\"] = pointerId\n o[\"width\"] = width\n o[\"height\"] = height\n o[\"pressure\"] = pressure\n o[\"tangentialPressure\"] = tangentialPressure\n o[\"tiltX\"] = tiltX\n o[\"tiltY\"] = tiltY\n o[\"twist\"] = twist\n o[\"pointerType\"] = pointerType\n o[\"isPrimary\"] = isPrimary\n o[\"screenX\"] = screenX\n o[\"screenY\"] = screenY\n o[\"clientX\"] = clientX\n o[\"clientY\"] = clientY\n o[\"button\"] = button\n o[\"buttons\"] = buttons\n o[\"relatedTarget\"] = relatedTarget\n o[\"region\"] = region\n o[\"ctrlKey\"] = ctrlKey\n o[\"shiftKey\"] = shiftKey\n o[\"altKey\"] = altKey\n o[\"metaKey\"] = metaKey\n o[\"modifierAltGraph\"] = modifierAltGraph\n o[\"modifierCapsLock\"] = modifierCapsLock\n o[\"modifierFn\"] = modifierFn\n o[\"modifierFnLock\"] = modifierFnLock\n o[\"modifierHyper\"] = modifierHyper\n o[\"modifierNumLock\"] = modifierNumLock\n o[\"modifierScrollLock\"] =

modifierScrollLock\n o[\"modifierSuper\"] = modifierSuper\n o[\"modifierSymbol\"] = modifierSymbol\n o[\"modifierSymbolLock\"] = modifierSymbolLock\n o[\"view\"] = view\n o[\"detail\"] = detail\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin\n */\npublic external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {\n open val pointerId: Int\n open val width: Double\n open val height: Double\n open val pressure: Float\n open val tangentialPressure: Float\n open val tiltX: Int\n open val tiltY: Int\n open val twist: Int\n open val pointerType: String\n open val isPrimary: Boolean\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.svg\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.css.*\n\n/**\n * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin\n */\npublic external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {\n open val dataset: DOMStringMap\n open val ownerSVGElement: SVGSVGElement?\n open val viewportElement: SVGElement?\n open var tabIndex: Int\n fun focus()\n fun blur()\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external interface SVGBoundingBoxOptions {\n var fill: Boolean? /* = true */\n get() = definedExternally\n set(value) = definedExternally\n var stroke: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var markers: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var clipped: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun SVGBoundingBoxOptions(fill: Boolean? = true, stroke: Boolean? = false, markers: Boolean? = false, clipped: Boolean? = false): SVGBoundingBoxOptions {\n val o = js(\"({})\")\n o[\"fill\"] = fill\n o[\"stroke\"] = stroke\n o[\"markers\"] = markers\n o[\"clipped\"] = clipped\n return o\n}\n\n/**\n * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin\n */\npublic external abstract class SVGGraphicsElement : SVGElement, SVGTests {\n open val transform: SVGAnimatedTransformList\n fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect\n fun getCTM(): DOMMatrix?\n fun getScreenCTM(): DOMMatrix?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n

val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin\n */\npublic external abstract class SVGGeometryElement : SVGGraphicsElement {\n open val pathLength: SVGAnimatedNumber\n fun isPointInFill(point: DOMPoint): Boolean\n fun isPointInStroke(point: DOMPoint): Boolean\n fun getTotalLength(): Float\n fun getPointAtLength(distance: Float): DOMPoint\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin\n */\npublic external abstract class SVGNumber {\n open var value: Float\n}\n\n/**\n * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin\n */\npublic external abstract class SVGLength {\n open val unitType: Short\n open var value: Float\n open var valueInSpecifiedUnits: Float\n open var valueAsString: String\n fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)\n fun convertToSpecifiedUnits(unitType: Short)\n\n companion object {\n val SVG_LENGTHTYPE_UNKNOWN: Short\n val SVG_LENGTHTYPE_NUMBER: Short\n val SVG_LENGTHTYPE_PERCENTAGE: Short\n val SVG_LENGTHTYPE_EMS: Short\n val SVG_LENGTHTYPE_EXS: Short\n val SVG_LENGTHTYPE_PX: Short\n val SVG_LENGTHTYPE_CM: Short\n val SVG_LENGTHTYPE_MM: Short\n val SVG_LENGTHTYPE_IN: Short\n val SVG_LENGTHTYPE_PT: Short\n val SVG_LENGTHTYPE_PC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin\n */\npublic external abstract class SVGAngle {\n open val unitType: Short\n open var value: Float\n open var valueInSpecifiedUnits: Float\n open var valueAsString: String\n fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)\n fun convertToSpecifiedUnits(unitType: Short)\n\n companion object {\n val SVG_ANGLETYPE_UNKNOWN: Short\n val SVG_ANGLETYPE_UNSPECIFIED: Short\n val SVG_ANGLETYPE_DEG: Short\n val SVG_ANGLETYPE_RAD: Short\n val SVG_ANGLETYPE_GRAD: Short\n }\n}\n\npublic external abstract class SVGNameList {\n open val length: Int\n open val numberOfItems: Int\n fun clear()\n fun initialize(newItem: dynamic): dynamic\n fun insertItemBefore(newItem: dynamic, index: Int): dynamic\n fun replaceItem(newItem: dynamic, index: Int): dynamic\n fun removeItem(index: Int): dynamic\n fun appendItem(newItem: dynamic): dynamic\n fun getItem(index: Int): dynamic\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin\n */\npublic external abstract class SVGNumberList {\n open val length: Int\n open val numberOfItems: Int\n fun clear()\n fun initialize(newItem: SVGNumber): SVGNumber\n fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber\n fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber\n fun removeItem(index: Int): SVGNumber\n fun appendItem(newItem: SVGNumber): SVGNumber\n fun getItem(index: Int): SVGNumber\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",

\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin\n */\npublic external abstract class SVGLengthList {\n   open val length: Int\n   open val numberOfItems: Int\n   fun clear()\n   fun initialize(newItem: SVGLength): SVGLength\n   fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength\n   fun replaceItem(newItem: SVGLength, index: Int): SVGLength\n   fun removeItem(index: Int): SVGLength\n   fun appendItem(newItem: SVGLength): SVGLength\n   fun getItem(index: Int): SVGLength\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin\n */\npublic external abstract class SVGAnimatedBoolean {\n   open var baseVal: Boolean\n   open val animVal: Boolean\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin\n */\npublic external abstract class SVGAnimatedEnumeration {\n   open var baseVal: Short\n   open val animVal: Short\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin\n */\npublic external abstract class SVGAnimatedInteger {\n   open var baseVal: Int\n   open val animVal: Int\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin\n */\npublic external abstract class SVGAnimatedNumber {\n   open var baseVal: Float\n   open val animVal: Float\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin\n */\npublic external abstract class SVGAnimatedLength {\n   open val baseVal: SVGLength\n   open val animVal: SVGLength\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin\n */\npublic external abstract class SVGAnimatedAngle {\n   open val baseVal: SVGAngle\n   open val animVal: SVGAngle\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin\n */\npublic external abstract class SVGAnimatedString {\n   open var baseVal: String\n   open val animVal: String\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin\n */\npublic external abstract class SVGAnimatedRect {\n   open val baseVal: DOMRect\n   open val animVal: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin\n */\npublic external abstract class SVGAnimatedNumberList {\n   open val baseVal: SVGNumberList\n   open val animVal: SVGNumberList\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin\n */\npublic external abstract class SVGAnimatedLengthList {\n   open val baseVal: SVGLengthList\n   open val animVal: SVGLengthList\n}\n\n/**\n * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin\n */\npublic external abstract class SVGStringList {\n   open val length: Int\n   open val numberOfItems: Int\n   fun clear()\n   fun initialize(newItem: String): String\n   fun insertItemBefore(newItem: String, index: Int): String\n   fun replaceItem(newItem: String, index: Int): String\n   fun removeItem(index: Int): String\n   fun appendItem(newItem: String): String\n   fun getItem(index: Int):

String\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGStringList.get(index:
Int): String? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGStringList.set(index: Int,
newItem: String) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin\n
*/\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface SVGUnitTypes
{\n   companion object {\n   val SVG_UNIT_TYPE_UNKNOWN: Short\n   val
SVG_UNIT_TYPE_USERSPACEONUSE: Short\n   val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX:
Short\n   }\n}\n\n/**\n * Exposes the JavaScript
[SVGTests](https://developer.mozilla.org/en/docs/Web/API/SVGTests) to Kotlin\n */\npublic external interface
SVGTests {\n   val requiredExtensions: SVGStringList\n   val systemLanguage: SVGStringList\n}\n\npublic
external interface SVGFitToViewBox {\n   val viewBox: SVGAnimatedRect\n   val preserveAspectRatio:
SVGAnimatedPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript
[SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin\n
*/\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface
SVGZoomAndPan {\n   var zoomAndPan: Short\n\n   companion object {\n   val
SVG_ZOOMANDPAN_UNKNOWN: Short\n   val SVG_ZOOMANDPAN_DISABLE: Short\n   val
SVG_ZOOMANDPAN_MAGNIFY: Short\n   }\n}\n\n/**\n * Exposes the JavaScript
[SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin\n */\npublic
external interface SVGURIReference {\n   val href: SVGAnimatedString\n}\n\n/**\n * Exposes the JavaScript
[SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin\n */\npublic
external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan,
WindowEventHandlers {\n   open val x: SVGAnimatedLength\n   open val y: SVGAnimatedLength\n   open val
width: SVGAnimatedLength\n   open val height: SVGAnimatedLength\n   open var currentScale: Float\n   open
val currentTranslate: DOMPointReadOnly\n   fun getIntersectionList(rect: DOMRectReadOnly, referenceElement:
SVGElement?): NodeList\n   fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?):
NodeList\n   fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean\n   fun
checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean\n   fun deselectAll()\n   fun
createSVGNumber(): SVGNumber\n   fun createSVGLength(): SVGLength\n   fun createSVGAngle():
SVGAngle\n   fun createSVGPoint(): DOMPoint\n   fun createSVGMatrix(): DOMMatrix\n   fun
createSVGRect(): DOMRect\n   fun createSVGTransform(): SVGTransform\n   fun
createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform\n   fun
getElementById(elementId: String): Element\n   fun suspendRedraw(maxWaitMilliseconds: Int): Int\n   fun
unsuspendRedraw(suspendHandleID: Int)\n   fun unsuspendRedrawAll()\n   fun forceRedraw()\n\n   companion
object {\n   val SVG_ZOOMANDPAN_UNKNOWN: Short\n   val SVG_ZOOMANDPAN_DISABLE:
Short\n   val SVG_ZOOMANDPAN_MAGNIFY: Short\n   val ELEMENT_NODE: Short\n   val
ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val
ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val
PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val
DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val
DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val
DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript
[SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin\n */\npublic external
abstract class SVGGElement : SVGGraphicsElement {\n   companion object {\n   val ELEMENT_NODE:

Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGUnknownElement : SVGGraphicsElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin\n */\npublic external abstract class SVGDefsElement : SVGGraphicsElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin\n */\npublic external abstract class SVGDescElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin\n */\npublic external abstract class SVGMetadataElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin\n */\npublic external abstract class SVGTitleElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin\n */\npublic external abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin\n */\npublic external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val instanceRoot: SVGElement?\n open val animatedInstanceRoot: SVGElement?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external open class SVGUseElementShadowRoot : ShadowRoot {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
SVGElementInstance {\n    val correspondingElement: SVGElement?\n        get() = definedExternally\n    val
correspondingUseElement: SVGUseElement?\n        get() = definedExternally\n}\n\npublic external open class
ShadowAnimation(source: dynamic, newTarget: dynamic) {\n    open val sourceAnimation: dynamic\n}\n\n/**\n *
Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement)
to Kotlin\n */\npublic external abstract class SVGSwitchElement : SVGGraphicsElement {\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
GetSVGDocument {\n    fun getSVGDocument(): Document\n}\n\n/**\n * Exposes the JavaScript
[SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin\n */\npublic
external abstract class SVGStyleElement : SVGElement, LinkStyle {\n    open var type: String\n    open var media:
String\n    open var title: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin\n */\npublic external
abstract class SVGTransform {\n    open val type: Short\n    open val matrix: DOMMatrix\n    open val angle:
Float\n    fun setMatrix(matrix: DOMMatrixReadOnly)\n    fun setTranslate(tx: Float, ty: Float)\n    fun setScale(sx:
Float, sy: Float)\n    fun setRotate(angle: Float, cx: Float, cy: Float)\n    fun setSkewX(angle: Float)\n    fun
setSkewY(angle: Float)\n\n    companion object {\n        val SVG_TRANSFORM_UNKNOWN: Short\n        val
SVG_TRANSFORM_MATRIX: Short\n        val SVG_TRANSFORM_TRANSLATE: Short\n        val
SVG_TRANSFORM_SCALE: Short\n        val SVG_TRANSFORM_ROTATE: Short\n        val
SVG_TRANSFORM_SKEWX: Short\n        val SVG_TRANSFORM_SKEWY: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin\n
*/\npublic external abstract class SVGTransformList {\n    open val length: Int\n    open val numberOfItems: Int\n
fun clear()\n    fun initialize(newItem: SVGTransform): SVGTransform\n    fun insertItemBefore(newItem:
SVGTransform, index: Int): SVGTransform\n    fun replaceItem(newItem: SVGTransform, index: Int):
SVGTransform\n    fun removeItem(index: Int): SVGTransform\n    fun appendItem(newItem: SVGTransform):
SVGTransform\n    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform\n    fun
consolidate(): SVGTransform?\n    fun getItem(index: Int):
SVGTransform\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGTransformList.get(index:
Int): SVGTransform? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGTransformList.set(index:
```

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Int, newItem: SVGTransform) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript
[SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to
Kotlin\n */\npublic external abstract class SVGAnimatedTransformList {\n    open val baseVal:
SVGTransformList\n    open val animVal: SVGTransformList\n}\n\n/**\n * Exposes the JavaScript
[SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin\n
*/\npublic external abstract class SVGPreserveAspectRatio {\n    open var align: Short\n    open var meetOrSlice:
Short\n\n    companion object {\n        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short\n        val
SVG_PRESERVEASPECTRATIO_NONE: Short\n        val SVG_PRESERVEASPECTRATIO_XMINYMIN:
Short\n        val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short\n        val
SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short\n        val
SVG_PRESERVEASPECTRATIO_XMINYMID: Short\n        val
SVG_PRESERVEASPECTRATIO_XMIDYMID: Short\n        val
SVG_PRESERVEASPECTRATIO_XMAXYMID: Short\n        val
SVG_PRESERVEASPECTRATIO_XMINYMAX: Short\n        val
SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short\n        val
SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short\n        val SVG_MEETORSLICE_UNKNOWN: Short\n
    val SVG_MEETORSLICE_MEET: Short\n        val SVG_MEETORSLICE_SLICE: Short\n    }\n}\n\n/**\n *
Exposes the JavaScript
[SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspect
Ratio) to Kotlin\n */\npublic external abstract class SVGAnimatedPreserveAspectRatio {\n    open val baseVal:
SVGPreserveAspectRatio\n    open val animVal: SVGPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript
[SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin\n */\npublic
external abstract class SVGPathElement : SVGGeometryElement {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin\n */\npublic
external abstract class SVGRectElement : SVGGeometryElement {\n    open val x: SVGAnimatedLength\n    open
val y: SVGAnimatedLength\n    open val width: SVGAnimatedLength\n    open val height: SVGAnimatedLength\n
    open val rx: SVGAnimatedLength\n    open val ry: SVGAnimatedLength\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin\n */\npublic
external abstract class SVGCircleElement : SVGGeometryElement {\n    open val cx: SVGAnimatedLength\n
open val cy: SVGAnimatedLength\n    open val r: SVGAnimatedLength\n\n    companion object {\n        val
```

ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin\n */\npublic external abstract class SVGEllipseElement : SVGGeometryElement {\n open val cx: SVGAnimatedLength\n open val cy: SVGAnimatedLength\n open val rx: SVGAnimatedLength\n open val ry: SVGAnimatedLength\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin\n */\npublic external abstract class SVGLineElement : SVGGeometryElement {\n open val x1: SVGAnimatedLength\n open val y1: SVGAnimatedLength\n open val x2: SVGAnimatedLength\n open val y2: SVGAnimatedLength\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin\n */\npublic external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin\n */\npublic external interface SVGAnimatedPoints {\n val points: SVGPointList\n val animatedPoints: SVGPointList\n}\n\npublic external abstract class SVGPointList {\n open val length: Int\n open val numberOfItems: Int\n fun clear()\n fun initialize(newItem: DOMPoint): DOMPoint\n fun

insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint\n   fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint\n   fun removeItem(index: Int): DOMPoint\n   fun appendItem(newItem: DOMPoint): DOMPoint\n   fun getItem(index: Int): DOMPoint\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin\n */\npublic external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin\n */\npublic external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {\n   companion object {\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin\n */\npublic external abstract class SVGTextContentElement : SVGGraphicsElement {\n   open val textLength: SVGAnimatedLength\n   open val lengthAdjust: SVGAnimatedEnumeration\n   fun getNumberOfChars(): Int\n   fun getComputedTextLength(): Float\n   fun getSubStringLength(charnum: Int, nchars: Int): Float\n   fun getStartPositionOfChar(charnum: Int): DOMPoint\n   fun getEndPositionOfChar(charnum: Int): DOMPoint\n   fun getExtentOfChar(charnum: Int): DOMRect\n   fun getRotationOfChar(charnum: Int): Float\n   fun getCharNumAtPosition(point: DOMPoint): Int\n   fun selectSubString(charnum: Int, nchars: Int)\n\n   companion object {\n   val LENGTHADJUST_UNKNOWN: Short\n   val LENGTHADJUST_SPACING: Short\n   val LENGTHADJUST_SPACINGANDGLYPHS: Short\n   val ELEMENT_NODE: Short\n   val ATTRIBUTE_NODE: Short\n   val TEXT_NODE: Short\n   val CDATA_SECTION_NODE: Short\n   val ENTITY_REFERENCE_NODE: Short\n   val ENTITY_NODE: Short\n   val PROCESSING_INSTRUCTION_NODE: Short\n   val COMMENT_NODE: Short\n   val DOCUMENT_NODE: Short\n   val DOCUMENT_TYPE_NODE: Short\n   val DOCUMENT_FRAGMENT_NODE: Short\n   val NOTATION_NODE: Short\n   val DOCUMENT_POSITION_DISCONNECTED: Short\n   val DOCUMENT_POSITION_PRECEDING: Short\n   val DOCUMENT_POSITION_FOLLOWING: Short\n   val DOCUMENT_POSITION_CONTAINS: Short\n   val DOCUMENT_POSITION_CONTAINED_BY: Short\n   val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to

Kotlin\n */\npublic external abstract class SVGTextPositioningElement : SVGTextContentElement {\n open val x: SVGAnimatedLengthList\n open val y: SVGAnimatedLengthList\n open val dx: SVGAnimatedLengthList\n open val dy: SVGAnimatedLengthList\n open val rotate: SVGAnimatedNumberList\n\n companion object {\n val LENGTHADJUST_UNKNOWN: Short\n val LENGTHADJUST_SPACING: Short\n val LENGTHADJUST_SPACINGANDGLYPHS: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin\n */\npublic external abstract class SVGTextElement : SVGTextPositioningElement {\n companion object {\n val LENGTHADJUST_UNKNOWN: Short\n val LENGTHADJUST_SPACING: Short\n val LENGTHADJUST_SPACINGANDGLYPHS: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin\n */\npublic external abstract class SVGTSpanElement : SVGTextPositioningElement {\n companion object {\n val LENGTHADJUST_UNKNOWN: Short\n val LENGTHADJUST_SPACING: Short\n val LENGTHADJUST_SPACINGANDGLYPHS: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin\n */\npublic external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {\n open val startOffset: SVGAnimatedLength\n open val method: SVGAnimatedEnumeration\n open val spacing: SVGAnimatedEnumeration\n\n companion object {\n val TEXTPATH_METHODTYPE_UNKNOWN: Short\n val TEXTPATH_METHODTYPE_ALIGN: Short\n val TEXTPATH_METHODTYPE_STRETCH: Short\n val TEXTPATH_SPACINGTYPE_UNKNOWN: Short\n val TEXTPATH_SPACINGTYPE_AUTO: Short\n val TEXTPATH_SPACINGTYPE_EXACT: Short\n val LENGTHADJUST_UNKNOWN: Short\n val LENGTHADJUST_SPACING: Short\n val

LENGTHADJUST_SPACINGANDGLYPHS: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin\n */\npublic external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open var crossOrigin: String?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin\n */\npublic external abstract class SVGForeignObjectElement : SVGGraphicsElement {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {\n open val refX: SVGAnimatedLength\n open val refY: SVGAnimatedLength\n open val markerUnits: SVGAnimatedEnumeration\n open val markerWidth: SVGAnimatedLength\n open val markerHeight: SVGAnimatedLength\n open val orientType: SVGAnimatedEnumeration\n open val orientAngle: SVGAnimatedAngle\n open var orient: String\n fun setOrientToAuto()\n fun setOrientToAngle(angle: SVGAngle)\n\n companion object {\n val SVG_MARKERUNITS_UNKNOWN: Short\n val SVG_MARKERUNITS_USERSPACEONUSE: Short\n val SVG_MARKERUNITS_STROKEWIDTH: Short\n val SVG_MARKER_ORIENT_UNKNOWN: Short\n val SVG_MARKER_ORIENT_AUTO: Short\n val SVG_MARKER_ORIENT_ANGLE: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val

DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin\n */\npublic external abstract class SVGSolidcolorElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin\n */\npublic external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {\n open val gradientUnits: SVGAnimatedEnumeration\n open val gradientTransform: SVGAnimatedTransformList\n open val spreadMethod: SVGAnimatedEnumeration\n\n companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD: Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT: Short\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin\n */\npublic external abstract class SVGLinearGradientElement : SVGGradientElement {\n open val x1: SVGAnimatedLength\n open val y1: SVGAnimatedLength\n open val x2: SVGAnimatedLength\n open val y2: SVGAnimatedLength\n\n companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD: Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT: Short\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n

val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin\n */\npublic external abstract class SVGRadialGradientElement : SVGGradientElement {\n open val cx: SVGAnimatedLength\n open val cy: SVGAnimatedLength\n open val r: SVGAnimatedLength\n open val fx: SVGAnimatedLength\n open val fy: SVGAnimatedLength\n open val fr: SVGAnimatedLength\n\n companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD: Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT: Short\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGMeshGradientElement : SVGGradientElement {\n companion object {\n val SVG_SPREADMETHOD_UNKNOWN: Short\n val SVG_SPREADMETHOD_PAD: Short\n val SVG_SPREADMETHOD_REFLECT: Short\n val SVG_SPREADMETHOD_REPEAT: Short\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGMeshrowElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGMeshpatchElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val

DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin\n */\npublic external abstract class SVGStopElement : SVGElement {\n open val offset: SVGAnimatedNumber\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin\n */\npublic external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {\n open val patternUnits: SVGAnimatedEnumeration\n open val patternContentUnits: SVGAnimatedEnumeration\n open val patternTransform: SVGAnimatedTransformList\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n\n companion object {\n val SVG_UNIT_TYPE_UNKNOWN: Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGHatchElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class SVGHatchpathElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin\n */\npublic external abstract class SVGCursorElement : SVGElement, SVGURIReference {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin\n */\npublic external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {\n open var type: String\n open var crossOrigin: String?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin\n */\npublic external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {\n open val target: SVGAnimatedString\n open val download: SVGAnimatedString\n open val rel: SVGAnimatedString\n open val relList: SVGAnimatedString\n open val hreflang: SVGAnimatedString\n open val type: SVGAnimatedString\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin\n */\npublic external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {\n companion object {\n val SVG_ZOOMANDPAN_UNKNOWN: Short\n val SVG_ZOOMANDPAN_DISABLE: Short\n val SVG_ZOOMANDPAN_MAGNIFY: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val

PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.files\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin\n */\npublic external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) : MediaProvider, ImageBitmapSource {\n open val size: Number\n open val type: String\n open val isClosed: Boolean\n fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob\n fun close()\n}\n\npublic external interface BlobPropertyBag {\n var type: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun BlobPropertyBag(type: String? = \"\"): BlobPropertyBag {\n val o = js(\"({})\")\n o[\"type\"] = type\n return o\n}\n\n/**\n * Exposes the JavaScript [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin\n */\npublic external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {\n open val name: String\n open val lastModified: Int\n}\n\npublic external interface FilePropertyBag : BlobPropertyBag {\n var lastModified: Int?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = \"\"): FilePropertyBag {\n val o = js(\"({})\")\n o[\"lastModified\"] = lastModified\n o[\"type\"] = type\n return o\n}\n\n/**\n * Exposes the JavaScript [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin\n */\npublic external abstract class FileList : ItemArrayLike<File> {\n override fun item(index: Int): File?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun FileList.get(index: Int): File? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin\n */\npublic external open class FileReader : EventTarget {\n open val readyState: Short\n open val result: dynamic\n open val error: dynamic\n var onloadstart: ((ProgressEvent) -> dynamic)?\n var onprogress: ((ProgressEvent) -> dynamic)?\n var onload: ((Event) -> dynamic)?\n var onabort: ((Event) -> dynamic)?\n var onerror: ((Event) -> dynamic)?\n var onloadend: ((Event) -> dynamic)?\n fun readAsArrayBuffer(blob: Blob)\n fun readAsBinaryString(blob: Blob)\n fun readAsText(blob: Blob, label: String = definedExternally)\n fun readAsDataURL(blob: Blob)\n fun abort()\n\n companion object {\n val EMPTY: Short\n val LOADING: Short\n val DONE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin\n */\npublic external open class FileReaderSync {\n fun readAsArrayBuffer(blob: Blob): ArrayBuffer\n fun readAsBinaryString(blob: Blob): String\n fun readAsText(blob: Blob, label: String = definedExternally): String\n fun readAsDataURL(blob: Blob): String\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.notifications\n\nimport kotlin.js.*\nimport

org.khronos.webgl.*\nimport org.w3c.dom.events.*\nimport org.w3c.workers.*\n\n/**\n * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin\n */\npublic external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {\n var onclick: ((MouseEvent) -> dynamic)?\n var onerror: ((Event) -> dynamic)?\n open val title: String\n open val dir: NotificationDirection\n open val lang: String\n open val body: String\n open val tag: String\n open val image: String\n open val icon: String\n open val badge: String\n open val sound: String\n open val vibrate: Array<out Int>\n open val timestamp: Number\n open val renotify: Boolean\n open val silent: Boolean\n open val noscreen: Boolean\n open val requireInteraction: Boolean\n open val sticky: Boolean\n open val data: Any?\n open val actions: Array<out NotificationAction>\n fun close()\n\n companion object {\n val permission: NotificationPermission\n val maxActions: Int\n fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>\n }\n}\n\npublic external interface NotificationOptions {\n var dir: NotificationDirection? /* = NotificationDirection.AUTO */\n get() = definedExternally\n set(value) = definedExternally\n var lang: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var body: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var tag: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var image: String?\n get() = definedExternally\n set(value) = definedExternally\n var icon: String?\n get() = definedExternally\n set(value) = definedExternally\n var badge: String?\n get() = definedExternally\n set(value) = definedExternally\n var sound: String?\n get() = definedExternally\n set(value) = definedExternally\n var vibrate: dynamic\n get() = definedExternally\n set(value) = definedExternally\n var timestamp: Number?\n get() = definedExternally\n set(value) = definedExternally\n var renotify: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var silent: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var noscreen: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var requireInteraction: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var sticky: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var data: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var actions: Array<NotificationAction>? /* = arrayOf() */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationOptions(dir: NotificationDirection? = NotificationDirection.AUTO, lang: String? = \"\", body: String? = \"\", tag: String? = \"\", image: String? = undefined, icon: String? = undefined, badge: String? = undefined, sound: String? = undefined, vibrate: dynamic = undefined, timestamp: Number? = undefined, renotify: Boolean? = false, silent: Boolean? = false, noscreen: Boolean? = false, requireInteraction: Boolean? = false, sticky: Boolean? = false, data: Any? = null, actions: Array<NotificationAction>? = arrayOf()): NotificationOptions {\n val o = js(\"({})\")\n o[\"dir\"] = dir\n o[\"lang\"] = lang\n o[\"body\"] = body\n o[\"tag\"] = tag\n o[\"image\"] = image\n o[\"icon\"] = icon\n o[\"badge\"] = badge\n o[\"sound\"] = sound\n o[\"vibrate\"] = vibrate\n o[\"timestamp\"] = timestamp\n o[\"renotify\"] = renotify\n o[\"silent\"] = silent\n o[\"noscreen\"] = noscreen\n o[\"requireInteraction\"] = requireInteraction\n o[\"sticky\"] = sticky\n o[\"data\"] = data\n o[\"actions\"] = actions\n return o\n}\n\npublic external interface NotificationAction {\n var action: String?\n var title: String?\n var icon: String?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationAction(action: String?, title: String?, icon: String? = undefined): NotificationAction {\n val o = js(\"({})\")\n o[\"action\"] = action\n o[\"title\"] = title\n o[\"icon\"] = icon\n return o\n}\n\npublic external interface GetNotificationOptions {\n var tag: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun GetNotificationOptions(tag: String? =

\"\"): GetNotificationOptions {\n   val o = js(\"({})\")\n   o[\"tag\"] = tag\n   return o\n}\n\n/**\n * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin\n */\npublic external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {\n   open val notification: Notification\n   open val action: String\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface NotificationEventInit : ExtendableEventInit {\n   var notification: Notification?\n   var action: String? /* = \"\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationEventInit(notification: Notification?, action: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): NotificationEventInit {\n   val o = js(\"({})\")\n   o[\"notification\"] = notification\n   o[\"action\"] = action\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface NotificationPermission {\n   companion object\n}\n\npublic inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = \"default\".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = \"denied\".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = \"granted\".asDynamic().unsafeCast<NotificationPermission>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface NotificationDirection {\n   companion object\n}\n\npublic inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = \"auto\".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val NotificationDirection.Companion.LTR: NotificationDirection get() = \"ltr\".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val NotificationDirection.Companion.RTL: NotificationDirection get() = \"rtl\".asDynamic().unsafeCast<NotificationDirection>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.workers\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.fetch.*\nimport org.w3c.notifications.*\n\n/**\n * Exposes the JavaScript [ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin\n */\npublic external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n   open val scriptURL: String\n   open val state: ServiceWorkerState\n   open var onstatechange: ((Event) -> dynamic)?\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin\n */\npublic external abstract class ServiceWorkerRegistration : EventTarget {\n   open val installing: ServiceWorker?\n   open val waiting: ServiceWorker?\n   open val active: ServiceWorker?\n   open val scope: String\n   open var onupdatefound: ((Event) -> dynamic)?\n   open val APISpace: dynamic\n   fun update(): Promise<Unit>\n   fun unregister(): Promise<Boolean>\n   fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>\n   fun getNotifications(filter: GetNotificationOptions = definedExternally): Promise<Array<Notification>>\n   fun methodName(): Promise<dynamic>\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin\n

/\npublic external abstract class ServiceWorkerContainer : EventTarget {\n   open val controller: ServiceWorker?\n   open val ready: Promise<ServiceWorkerRegistration>\n   open var oncontrollerchange: ((Event) -> dynamic)?\n   open var onmessage: ((MessageEvent) -> dynamic)?\n   fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>\n   fun getRegistration(clientURL: String = definedExternally): Promise<Any?>\n   fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>\n   fun startMessages()\n}\n\npublic external interface RegistrationOptions {\n   var scope: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var type: WorkerType? / = WorkerType.CLASSIC */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {\n   val o = js(\"({})\")\n   o[\"scope\"] = scope\n   o[\"type\"] = type\n   return o\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin\n */\npublic external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {\n   open val data: Any?\n   open val origin: String\n   open val lastEventId: String\n   open val source: UnionMessagePortOrServiceWorker?\n   open val ports: Array<out MessagePort>?\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface ServiceWorkerMessageEventInit : EventInit {\n   var data: Any?\n   get() = definedExternally\n   set(value) = definedExternally\n   var origin: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var lastEventId: String?\n   get() = definedExternally\n   set(value) = definedExternally\n   var source: UnionMessagePortOrServiceWorker?\n   get() = definedExternally\n   set(value) = definedExternally\n   var ports: Array<MessagePort>?\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ServiceWorkerMessageEventInit(data: Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source: UnionMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ServiceWorkerMessageEventInit {\n   val o = js(\"({})\")\n   o[\"data\"] = data\n   o[\"origin\"] = origin\n   o[\"lastEventId\"] = lastEventId\n   o[\"source\"] = source\n   o[\"ports\"] = ports\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/**\n * Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin\n */\npublic external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {\n   open val clients: Clients\n   open val registration: ServiceWorkerRegistration\n   open var oninstall: ((Event) -> dynamic)?\n   open var onactivate: ((Event) -> dynamic)?\n   open var onfetch: ((FetchEvent) -> dynamic)?\n   open var onforeignfetch: ((Event) -> dynamic)?\n   open var onmessage: ((MessageEvent) -> dynamic)?\n   open var onnotificationclick: ((NotificationEvent) -> dynamic)?\n   open var onnotificationclose: ((NotificationEvent) -> dynamic)?\n   open var onfunctionalevent: ((Event) -> dynamic)?\n   fun skipWaiting(): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin\n */\npublic external abstract class Client : UnionClientOrMessagePortOrServiceWorker {\n   open val url: String\n   open val frameType: FrameType\n   open val id: String\n   fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin\n */\npublic external abstract class WindowClient : Client {\n   open val visibilityState: dynamic\n   open val focused: Boolean\n   fun focus(): Promise<WindowClient>\n   fun navigate(url: String): Promise<WindowClient>\n}\n\n/**\n * Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin\n */\npublic external abstract class Clients {\n   fun get(id: String): Promise<Any?>\n   fun matchAll(options: ClientQueryOptions =

definedExternally): Promise<Array<Client>>\n   fun openWindow(url: String): Promise<WindowClient?>\n   fun claim(): Promise<Unit>\n}\n\npublic external interface ClientQueryOptions {\n   var includeUncontrolled: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var type: ClientType? /* = ClientType.WINDOW */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {\n   val o = js(\"({})\")\n   o[\"includeUncontrolled\"] = includeUncontrolled\n   o[\"type\"] = type\n   return o\n}\n\n/**\n * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin\n */\npublic external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {\n   fun waitUntil(f: Promise<Any?>)\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface ExtendableEventInit : EventInit\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableEventInit(bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableEventInit {\n   val o = js(\"({})\")\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/**\n * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin\n */\npublic external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {\n   fun registerForeignFetch(options: ForeignFetchOptions)\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface ForeignFetchOptions {\n   var scopes: Array<String>?\n   var origins: Array<String>?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {\n   val o = js(\"({})\")\n   o[\"scopes\"] = scopes\n   o[\"origins\"] = origins\n   return o\n}\n\n/**\n * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin\n */\npublic external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {\n   open val request: Request\n   open val clientId: String?\n   open val isReload: Boolean\n   fun respondWith(r: Promise<Response>)\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface FetchEventInit : ExtendableEventInit {\n   var request: Request?\n   var clientId: String? /* = null */\n   get() = definedExternally\n   set(value) = definedExternally\n   var isReload: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun FetchEventInit(request: Request?, clientId: String? = null, isReload: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): FetchEventInit {\n   val o = js(\"({})\")\n   o[\"request\"] = request\n   o[\"clientId\"] = clientId\n   o[\"isReload\"] = isReload\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\npublic external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {\n   open val request: Request\n   open val origin: String\n   fun respondWith(r: Promise<ForeignFetchResponse>)\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface ForeignFetchEventInit : ExtendableEventInit {\n   var request: Request?\n   var origin: String? /* = \"null\" */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchEventInit(request: Request?, origin: String? = \"null\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =

false): ForeignFetchEventInit {\n val o = js(\"({})\")\n o[\"request\"] = request\n o[\"origin\"] = origin\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\npublic external interface ForeignFetchResponse {\n var response: Response?\n var origin: String?\n get() = definedExternally\n set(value) = definedExternally\n var headers: Array<String>?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchResponse(response: Response?, origin: String? = undefined, headers: Array<String>? = undefined): ForeignFetchResponse {\n val o = js(\"({})\")\n o[\"response\"] = response\n o[\"origin\"] = origin\n o[\"headers\"] = headers\n return o\n}\n\n/**\n * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin\n */\npublic external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent {\n open val data: Any?\n open val origin: String\n open val lastEventId: String\n open val source: UnionClientOrMessagePortOrServiceWorker?\n open val ports: Array<out MessagePort>?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface ExtendableMessageEventInit : ExtendableEventInit {\n var data: Any?\n get() = definedExternally\n set(value) = definedExternally\n var origin: String?\n get() = definedExternally\n set(value) = definedExternally\n var lastEventId: String?\n get() = definedExternally\n set(value) = definedExternally\n var source: UnionClientOrMessagePortOrServiceWorker?\n get() = definedExternally\n set(value) = definedExternally\n var ports: Array<MessagePort>?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableMessageEventInit(data: Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source: UnionClientOrMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableMessageEventInit {\n val o = js(\"({})\")\n o[\"data\"] = data\n o[\"origin\"] = origin\n o[\"lastEventId\"] = lastEventId\n o[\"source\"] = source\n o[\"ports\"] = ports\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin\n */\npublic external abstract class Cache {\n fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>\n fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>\n fun add(request: dynamic): Promise<Unit>\n fun addAll(requests: Array<dynamic>): Promise<Unit>\n fun put(request: dynamic, response: Response): Promise<Unit>\n fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>\n fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>\n}\n\npublic external interface CacheQueryOptions {\n var ignoreSearch: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var ignoreMethod: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var ignoreVary: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n var cacheName: String?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CacheQueryOptions(ignoreSearch: Boolean? = false, ignoreMethod: Boolean? = false, ignoreVary: Boolean? = false, cacheName: String? = undefined): CacheQueryOptions {\n val o = js(\"({})\")\n o[\"ignoreSearch\"] = ignoreSearch\n o[\"ignoreMethod\"] = ignoreMethod\n o[\"ignoreVary\"] = ignoreVary\n o[\"cacheName\"] = cacheName\n return o\n}\n\npublic external interface CacheBatchOperation {\n var type: String?\n get() = definedExternally\n set(value) = definedExternally\n var request: Request?\n get() = definedExternally\n set(value) = definedExternally\n var response: Response?\n get() = definedExternally\n set(value) = definedExternally\n var options: CacheQueryOptions?\n get() = definedExternally\n set(value) =

definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CacheBatchOperation(type: String? = undefined, request: Request? = undefined, response: Response? = undefined, options: CacheQueryOptions? = undefined): CacheBatchOperation {\n   val o = js(\"({})\")\n   o[\"type\"] = type\n   o[\"request\"] = request\n   o[\"response\"] = response\n   o[\"options\"] = options\n   return o\n}\n\n/**\n * Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin\n */\npublic external abstract class CacheStorage {\n   fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>\n   fun has(cacheName: String): Promise<Boolean>\n   fun open(cacheName: String): Promise<Cache>\n   fun delete(cacheName: String): Promise<Boolean>\n   fun keys(): Promise<Array<String>>\n}\n\npublic external open class FunctionalEvent : ExtendableEvent {\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface UnionMessagePortOrServiceWorker\n\npublic external interface UnionClientOrMessagePortOrServiceWorker\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ServiceWorkerState {\n   companion object\n}\n\npublic inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = \"installing\".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = \"installed\".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = \"activating\".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = \"activated\".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = \"redundant\".asDynamic().unsafeCast<ServiceWorkerState>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface FrameType {\n   companion object\n}\n\npublic inline val FrameType.Companion.AUXILIARY: FrameType get() = \"auxiliary\".asDynamic().unsafeCast<FrameType>()\n\npublic inline val FrameType.Companion.TOP_LEVEL: FrameType get() = \"top-level\".asDynamic().unsafeCast<FrameType>()\n\npublic inline val FrameType.Companion.NESTED: FrameType get() = \"nested\".asDynamic().unsafeCast<FrameType>()\n\npublic inline val FrameType.Companion.NONE: FrameType get() = \"none\".asDynamic().unsafeCast<FrameType>()\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface ClientType {\n   companion object\n}\n\npublic inline val ClientType.Companion.WINDOW: ClientType get() = \"window\".asDynamic().unsafeCast<ClientType>()\n\npublic inline val ClientType.Companion.WORKER: ClientType get() = \"worker\".asDynamic().unsafeCast<ClientType>()\n\npublic inline val ClientType.Companion.SHAREDWORKER: ClientType get() = \"sharedworker\".asDynamic().unsafeCast<ClientType>()\n\npublic inline val ClientType.Companion.ALL: ClientType get() = \"all\".asDynamic().unsafeCast<ClientType>()","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.xhr\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.files.*\n\n/**\n * Exposes the JavaScript [XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to Kotlin\n */\npublic external abstract class XMLHttpRequestEventTarget : EventTarget {\n   open var onloadstart: ((ProgressEvent) -> dynamic)?\n   open var onprogress: ((ProgressEvent) -> dynamic)?\n   open var onabort: ((Event) -> dynamic)?\n   open var onerror: ((Event) -> dynamic)?\n   open var onload: ((Event) -> dynamic)?\n

open var ontimeout: ((Event) -> dynamic)?\n   open var onloadend: ((Event) -> dynamic)?\n}\n\npublic external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget\n\n/**\n * Exposes the JavaScript [XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin\n */\npublic external open class XMLHttpRequest : XMLHttpRequestEventTarget {\n   var onreadystatechange: ((Event) -> dynamic)?\n   open val readyState: Short\n   var timeout: Int\n   var withCredentials: Boolean\n   open val upload: XMLHttpRequestUpload\n   open val responseURL: String\n   open val status: Short\n   open val statusText: String\n   var responseType: XMLHttpRequestResponseType\n   open val response: Any?\n   open val responseText: String\n   open val responseXML: Document?\n   fun open(method: String, url: String)\n   fun open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? = definedExternally)\n   fun setRequestHeader(name: String, value: String)\n   fun send(body: dynamic = definedExternally)\n   fun abort()\n   fun getResponseHeader(name: String): String?\n   fun getAllResponseHeaders(): String\n   fun overrideMimeType(mime: String)\n\n   companion object {\n   val UNSENT: Short\n   val OPENED: Short\n   val HEADERS_RECEIVED: Short\n   val LOADING: Short\n   val DONE: Short\n   }\n}\n\n/**\n * Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin\n */\npublic external open class FormData(form: HTMLFormElement = definedExternally) {\n   fun append(name: String, value: String)\n   fun append(name: String, value: Blob, filename: String = definedExternally)\n   fun delete(name: String)\n   fun get(name: String): dynamic\n   fun getAll(name: String): Array<dynamic>\n   fun has(name: String): Boolean\n   fun set(name: String, value: String)\n   fun set(name: String, value: Blob, filename: String = definedExternally)\n}\n\n/**\n * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin\n */\npublic external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {\n   open val lengthComputable: Boolean\n   open val loaded: Number\n   open val total: Number\n\n   companion object {\n   val NONE: Short\n   val CAPTURING_PHASE: Short\n   val AT_TARGET: Short\n   val BUBBLING_PHASE: Short\n   }\n}\n\npublic external interface ProgressEventInit : EventInit {\n   var lengthComputable: Boolean? /* = false */\n   get() = definedExternally\n   set(value) = definedExternally\n   var loaded: Number? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n   var total: Number? /* = 0 */\n   get() = definedExternally\n   set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ProgressEventInit(lengthComputable: Boolean? = false, loaded: Number? = 0, total: Number? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ProgressEventInit {\n   val o = js(\"({})\")\n   o[\"lengthComputable\"] = lengthComputable\n   o[\"loaded\"] = loaded\n   o[\"total\"] = total\n   o[\"bubbles\"] = bubbles\n   o[\"cancelable\"] = cancelable\n   o[\"composed\"] = composed\n   return o\n}\n\n/* please, don't implement this interface! */\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external interface XMLHttpRequestResponseType {\n   companion object\n}\n\npublic inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = \"\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = \"arraybuffer\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = \"blob\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = \"document\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = \"json\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\npublic inline val XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() = \"text\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()","/*\n * Copyright 2010-2018 JetBrains s.r.o.

and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\nimport kotlin.reflect.KClass\n\n/**\n * Signals that the annotated annotation class is a marker of an experimental API.\n *\n * Any declaration annotated with that marker is considered an experimental declaration\n * and its call sites should accept the experimental aspect of it either by using [UseExperimental],\n * or by being annotated with that marker themselves, effectively causing further propagation of that experimental aspect.\n *\n * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].\n */\n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin(\"1.2\")\n@RequireKotlin(\"1.2.50\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\n@Deprecated(\"Please use RequiresOptIn instead.\")\npublic annotation class Experimental(val level: Level = Level.ERROR) {\n   /**\n   * Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect\n   * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.\n   */\n   public enum class Level {\n   /** Specifies that a warning should be reported on incorrect usages of this experimental API. */\n   WARNING,\n   /** Specifies that an error should be reported on incorrect usages of this experimental API. */\n   ERROR,\n   }\n}\n\n/**\n * Allows to use experimental API denoted by the given markers in the annotated file, declaration, or expression.\n * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.\n *\n * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].\n */\n@Target(\n   CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS\n)\n@Retention(SOURCE)\n@SinceKotlin(\"1.2\")\n@RequireKotlin(\"1.2.50\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\n@Deprecated(\"Please use OptIn instead.\", ReplaceWith(\"OptIn(*markerClass)\", \"kotlin.OptIn\"))\npublic annotation class UseExperimental(\n   vararg val markerClass: KClass<out Annotation>\n)\n\n\n@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION, TYPEALIAS)\n@Retention(BINARY)\ninternal annotation class WasExperimental(\n   vararg val markerClass: KClass<out Annotation>\n)\n","package kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * This annotation marks the standard library API that is considered experimental and is not subject to the\n * [general compatibility guarantees](https://kotlinlang.org/docs/reference/evolution/components-stability.html) given for the standard library:\n * the behavior of such API may be changed or the API may be removed completely in any further release.\n *\n * > Beware using the annotated API especially if you're developing a library, since your library might become binary incompatible\n * with the future versions of the standard library.\n *\n * Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalStdlibApi`.\n */\n@Suppress(\"DEPRECATION\")\n@Experimental(level = Experimental.Level.ERROR)\n@RequiresOptIn(level = RequiresOptIn.Level.ERROR)\n@Retention(AnnotationRetention.BINARY)\n@Target(\n   CLASS,\n   ANNOTATION_CLASS,\n   PROPERTY,\n   FIELD,\n   LOCAL_VARIABLE,\n   VALUE_PARAMETER,\n   CONSTRUCTOR,\n   FUNCTION,\n   PROPERTY_GETTER,\n   PROPERTY_SETTER,\n   TYPEALIAS\n)\n@MustBeDocumented\n@SinceKotlin(\"1.3\")\npublic annotation class ExperimentalStdlibApi\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.experimental.ExperimentalTypeInference\n\n/**\n * Allows to infer generic type arguments of a function from the calls in the annotated function parameter of that function.\n *\n * When this annotation is placed on a generic function parameter of a function,\n * it enables to infer the type arguments of that generic function from the

lambda body passed to that parameter.\n *\n * The calls that affect inference are either members of the receiver type of an annotated function parameter or\n * extensions for that type. The extensions must be themselves annotated with `@BuilderInference`.\n *\n * Example: we declare\n * ```\n * fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T>\n * ```\n * and use it like\n * ```\n * val result = sequence { yield(\"result\") }\n * ```\n * Here the type argument of the resulting sequence is inferred to `String` from\n * the argument of the [SequenceScope.yield] function, that is called inside the lambda passed to [sequence].\n *\n * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n */\n@Target(VALUE_PARAMETER, FUNCTION, PROPERTY)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.3\")\n@ExperimentalTypeInference\npublic annotation class BuilderInference\n\n\n/**\n * Enables overload selection based on the type of the value returned from lambda argument.\n *\n * When two or more function overloads have otherwise the same parameter lists that differ only in the return type\n * of a functional parameter, this annotation enables overload selection by the type of the value returned from\n * the lambda function passed to this functional parameter.\n *\n * Example:\n * ```\n * @OverloadResolutionByLambdaReturnType\n * fun create(intProducer: () -> Int): Int\n *\n * fun create(doubleProducer: () -> Double): Double\n *\n * val newValue = create { 3.14 }\n * ```\n *\n * The annotation being applied to one of overloads allows to resolve this ambiguity by analyzing what value is returned\n * from the lambda function.\n *\n * This annotation is also used to discriminate the annotated overloads in case if overload selection still cannot\n * choose one of them even taking in account the result of lambda parameter analysis. In that case a warning is reported.\n *\n * Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n */\n@Target(FUNCTION)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.4\")\n@ExperimentalTypeInference\npublic annotation class OverloadResolutionByLambdaReturnType","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n/**\n * The experimental multiplatform support API marker.\n *\n * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.\n */\n@Suppress(\"DEPRECATION\")\n@Experimental\n@RequiresOptIn\n@MustBeDocumented\n@Target(\n CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n PROPERTY_SETTER,\n TYPEALIAS\n)\n@Retention(AnnotationRetention.BINARY)\n@RequireKotlin(\"1.2.50\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class ExperimentalMultiplatform\n\n/**\n * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.\n *\n * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as \"optional\".\n * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used\n * to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform,\n * the annotation entries where it's used are simply erased when compiling code on that platform.\n *\n * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.\n */\n@Target(ANNOTATION_CLASS)\n@Retention(AnnotationRetention.BINARY)\n@ExperimentalMultiplatform\n@RequireKotlin(\"1.2.50\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class OptionalExpectation\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationRetention.SOURCE\nimport

kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\nimport kotlin.reflect.KClass\n\n/**\n * Signals that the annotated annotation class is a marker of an API that requires an explicit opt-in.\n *\n * Call sites of any declaration annotated with that marker should opt in to the API either by using [OptIn],\n * or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.\n *\n * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.\n *\n * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.\n *

The default message is: \"This declaration is experimental and its usage should be marked with 'Marker'\n *

or '@OptIn(Marker::class)'\", where `Marker` is the opt-in requirement marker.\n * @property level specifies how usages of API without an explicit opt-in are reported in code.\n */\n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin(\"1.3\")\n@RequireKotlin(\"1.3.70\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class RequiresOptIn(\n val message: String = \"\",\n val level: Level = Level.ERROR\n) {\n /**\n * Severity of the diagnostic that should be reported on usages which did not explicitly opted into\n * the API either by using [OptIn] or by being annotated with the corresponding marker annotation.\n */\n public enum class Level {\n /** Specifies that a warning should be reported on incorrect usages of this API. */\n WARNING,\n\n /** Specifies that an error should be reported on incorrect usages of this API. */\n ERROR,\n }\n}\n\n/**\n * Allows to use the API denoted by the given markers in the annotated file, declaration, or expression.\n * If a declaration is annotated with [OptIn], its usages are **not** required to opt in to that API.\n *\n * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.\n */\n@Target(\n CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS\n)\n@Retention(SOURCE)\n@SinceKotlin(\"1.3\")\n@RequireKotlin(\"1.3.70\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class OptIn(\n vararg val markerClass: KClass<out Annotation>\n)\n\","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\nimport kotlin.js.JsName\n\n/**\n * Provides a skeletal implementation of the read-only [Collection] interface.\n *\n * @param E the type of elements contained in the collection. The collection is covariant in its element type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractCollection<out E> protected constructor() : Collection<E> {\n abstract override val size: Int\n abstract override fun iterator(): Iterator<E>\n\n override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }\n\n override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =\n elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)\n\n override fun isEmpty(): Boolean = size == 0\n\n override fun toString(): String = joinToString(\", \", \"[\", \"]\") {\n if (it === this) \"(this Collection)\" else it.toString()\n }\n\n /**\n * Returns new array of type `Array<Any?>` with the elements of this collection.\n */\n @JsName(\"toArray\")\n protected open fun toArray(): Array<Any?> = copyToArrayImpl(this)\n\n /**\n * Fills the provided [array] or creates new array of the same type\n * and fills it with the elements of this collection.\n */\n protected open fun <T> toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n\nprivate enum class State {\n Ready,\n NotReady,\n Done,\n Failed\n}\n\n/**\n * A base class to simplify implementing iterators so that implementations only have to implement [computeNext]\n * to implement the iterator, calling [done] when the iteration is complete.\n */\npublic abstract class AbstractIterator<T> : Iterator<T> {\n private var state = State.NotReady\n private var nextValue: T? = null\n\n override fun hasNext(): Boolean {\n require(state != State.Failed)\n return when (state) {\n State.Done -> false\n State.Ready -> true\n else -> tryToComputeNext()\n }\n }\n\n override fun next(): T {\n if (!hasNext()) throw NoSuchElementException()\n state = State.NotReady\n @Suppress(\"UNCHECKED_CAST\")\n

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return nextValue as T\n    }\n\n    private fun tryToComputeNext(): Boolean {\n        state = State.Failed\n        computeNext()\n        return state == State.Ready\n    }\n\n    /**\n     * Computes the next item in the iterator.\n     *\n     * This callback method should call one of these two methods:\n     *\n     * * [setNext] with the next value of the iteration\n     * * [done] to indicate there are no more elements\n     *\n     * Failure to call either method will result in the iteration terminating with a failed state\n     */\n    abstract protected fun computeNext(): Unit\n\n    /**\n     * Sets the next value in the iteration, called from the [computeNext] function\n     */\n    protected fun setNext(value: T): Unit {\n        nextValue = value\n        state = State.Ready\n    }\n\n    /**\n     * Sets the state to done so that the iteration terminates.\n     */\n    protected fun done() {\n        state = State.Done\n    }\n}\n\n\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT AbstractList\n * Copyright 2007 Google Inc.\n*/\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [List] interface.\n *\n * This class is intended to help implementing read-only lists so it doesn't support concurrent modification tracking.\n *\n * @param E the type of elements contained in the list. The list is covariant in its element type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractList<out E> protected constructor() : AbstractCollection<E>(), List<E> {\n    abstract override val size: Int\n    abstract override fun get(index: Int): E\n\n    override fun iterator(): Iterator<E> = IteratorImpl()\n\n    override fun indexOf(element: @UnsafeVariance E): Int = indexOfFirst { it == element }\n\n    override fun lastIndexOf(element: @UnsafeVariance E): Int = indexOfLast { it == element }\n\n    override fun listIterator(): ListIterator<E> = ListIteratorImpl(0)\n\n    override fun listIterator(index: Int): ListIterator<E> = ListIteratorImpl(index)\n\n    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex, toIndex)\n\n    private class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex: Int) : AbstractList<E>(), RandomAccess {\n        private var _size: Int = 0\n\n        init {\n            checkRangeIndexes(fromIndex, toIndex, list.size)\n            this._size = toIndex - fromIndex\n        }\n\n        override fun get(index: Int): E {\n            checkElementIndex(index, _size)\n\n            return list[fromIndex + index]\n        }\n\n        override val size: Int get() = _size\n    }\n\n    /**\n     * Compares this list with other list instance with the ordered structural equality.\n     *\n     * @return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.\n     */\n    override fun equals(other: Any?): Boolean {\n        if (other === this) return true\n        if (other !is List<*>) return false\n\n        return orderedEquals(this, other)\n    }\n\n    /**\n     * Returns the hash code value for this list.\n     */\n    override fun hashCode(): Int = orderedHashCode(this)\n\n    private open inner class IteratorImpl : Iterator<E> {\n        /** the index of the item that will be returned on the next call to [next]`()` */\n        protected var index = 0\n\n        override fun hasNext(): Boolean = index < size\n\n        override fun next(): E {\n            if (!hasNext()) throw NoSuchElementException()\n            return get(index++)\n        }\n    }\n\n    /**\n     * Implementation of [ListIterator] for abstract lists.\n     */\n    private open inner class ListIteratorImpl(index: Int) : IteratorImpl(), ListIterator<E> {\n\n        init {\n            checkPositionIndex(index, this@AbstractList.size)\n            this.index = index\n        }\n\n        override fun hasPrevious(): Boolean = index > 0\n\n        override fun nextIndex(): Int = index\n\n        override fun previous(): E {\n            if (!hasPrevious()) throw NoSuchElementException()\n            return get(--index)\n        }\n\n        override fun previousIndex(): Int = index - 1\n    }\n\n    internal companion object {\n        internal fun checkElementIndex(index: Int, size: Int) {\n            if (index < 0 || index >= size) {\n                throw IndexOutOfBoundsException(\"index: $index, size: $size\")\n            }\n        }\n\n        internal fun checkPositionIndex(index: Int, size: Int) {\n            if (index < 0 || index > size) {\n                throw IndexOutOfBoundsException(\"index: $index, size: $size\")\n            }\n        }\n\n        internal fun checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {\n            if (fromIndex < 0 || toIndex > size) {\n                throw IndexOutOfBoundsException(\"fromIndex: $fromIndex, toIndex: $toIndex, size: $size\")\n            }\n            if (fromIndex > toIndex) {\n                throw IllegalArgumentException(\"fromIndex: $fromIndex > toIndex: $toIndex\")\n            }\n        }\n\n        internal fun checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) {\n            if (startIndex < 0 || endIndex > size) {\n                throw IndexOutOfBoundsException(\"startIndex: $startIndex, endIndex: $endIndex, size: $size\")\n            }\n            if (startIndex > endIndex) {\n                throw IllegalArgumentException(\"startIndex: $startIndex > endIndex: $endIndex\")\n            }\n        }\n\n        internal
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fun orderedHashCode(c: Collection<*>): Int {\n var hashCode = 1\n for (e in c) {\n hashCode = 31 * hashCode + (e?.hashCode() ?: 0)\n }\n return hashCode\n }\n\n internal fun orderedEquals(c: Collection<*>, other: Collection<*>): Boolean {\n if (c.size != other.size) return false\n\n val otherIterator = other.iterator()\n for (elem in c) {\n val elemOther = otherIterator.next()\n if (elem != elemOther) {\n return false\n }\n }\n return true\n }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Map] interface.\n *\n * The implementor is required to implement [entries] property, which should return read-only set of map entries.\n *\n * @param K the type of map keys. The map is invariant in its key type.\n * @param V the type of map values. The map is covariant in its value type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractMap<K, out V> protected constructor() : Map<K, V> {\n\n override fun containsKey(key: K): Boolean {\n return implFindEntry(key) != null\n }\n\n override fun containsValue(value: @UnsafeVariance V): Boolean = entries.any { it.value == value }\n\n internal fun containsEntry(entry: Map.Entry<*, *>?): Boolean {\n // since entry comes from @UnsafeVariance parameters it can be virtually anything\n if (entry !is Map.Entry<*, *>) return false\n val key = entry.key\n val value = entry.value\n val ourValue = get(key)\n\n if (value != ourValue) {\n return false\n }\n\n // Perhaps it was null and we don't contain the key?\n if (ourValue == null && !containsKey(key)) {\n return false\n }\n\n return true\n }\n\n\n /**\n * Compares this map with other instance with the ordered structural equality.\n *\n * @return true, if [other] instance is a [Map] of the same size, all entries of which are contained in the [entries] set of this map.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is Map<*, *>) return false\n if (size != other.size) return false\n\n return other.entries.all { containsEntry(it) }\n }\n\n override operator fun get(key: K): V? = implFindEntry(key)?.value\n\n\n /**\n * Returns the hash code value for this map.\n *\n * It is the same as the hashCode of [entries] set.\n */\n override fun hashCode(): Int = entries.hashCode()\n\n override fun isEmpty(): Boolean = size == 0\n override val size: Int get() = entries.size\n\n /**\n * Returns a read-only [Set] of all keys in this map.\n *\n * Accessing this property first time creates a keys view from [entries].\n * All subsequent accesses just return the created instance.\n */\n override val keys: Set<K>\n get() {\n if (_keys == null) {\n _keys = object : AbstractSet<K>() {\n override operator fun contains(element: K): Boolean = containsKey(element)\n\n override operator fun iterator(): Iterator<K> {\n val entryIterator = entries.iterator()\n return object : Iterator<K> {\n override fun hasNext(): Boolean = entryIterator.hasNext()\n override fun next(): K = entryIterator.next().key\n }\n }\n\n override val size: Int get() = this@AbstractMap.size\n }\n }\n return _keys!!\n }\n\n @kotlin.jvm.Volatile\n private var _keys: Set<K>? = null\n\n\n override fun toString(): String = entries.joinToString(\", \", \"{\", \"}\") { toString(it) }\n\n private fun toString(entry: Map.Entry<K, V>): String = toString(entry.key) + \"=\" + toString(entry.value)\n\n private fun toString(o: Any?): String = if (o === this) \"(this Map)\" else o.toString()\n\n /**\n * Returns a read-only [Collection] of all values in this map.\n *\n * Accessing this property first time creates a values view from [entries].\n * All subsequent accesses just return the created instance.\n */\n override val values: Collection<V>\n get() {\n if (_values == null) {\n _values = object : AbstractCollection<V>() {\n override operator fun contains(element: @UnsafeVariance V): Boolean = containsValue(element)\n\n override operator fun iterator(): Iterator<V> {\n val entryIterator = entries.iterator()\n return object : Iterator<V> {\n override fun hasNext(): Boolean = entryIterator.hasNext()\n override fun next(): V = entryIterator.next().value\n }\n }\n\n override val size: Int get() = this@AbstractMap.size\n }\n }\n return _values!!\n }\n\n @kotlin.jvm.Volatile\n private var _values: Collection<V>? = null\n\n private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\n internal companion object {\n\n internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) { (key?.hashCode() ?:
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0) xor (value?.hashCode() ?: 0) }\n internal fun entryToString(e: Map.Entry<*, *>): String = with(e) { \"$key=$value\" }\n internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n if (other !is Map.Entry<*, *>) return false\n return e.key == other.key && e.value == other.value\n }\n }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Set] interface.\n *\n * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.\n *\n * @param E the type of elements contained in the set. The set is covariant in its element type.\n */\n@SinceKotlin(\"1.1\")\npublic abstract class AbstractSet<out E> protected constructor() : AbstractCollection<E>(), Set<E> {\n\n /**\n * Compares this set with other set instance with the unordered structural equality.\n *\n * @return true, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.\n */\n override fun equals(other: Any?): Boolean {\n if (other === this) return true\n if (other !is Set<*>) return false\n return setEquals(this, other)\n }\n\n /**\n * Returns the hash code value for this set.\n */\n override fun hashCode(): Int = unorderedHashCode(this)\n\n internal companion object {\n internal fun unorderedHashCode(c: Collection<*>): Int {\n var hashCode = 0\n for (element in c) {\n hashCode += (element?.hashCode() ?: 0)\n }\n return hashCode\n }\n\n internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {\n if (c.size != other.size) return false\n return c.containsAll(other)\n }\n }\n\n}","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Resizable-array implementation of the deque data structure.\n *\n * The name deque is short for \"double ended queue\" and is usually pronounced \"deck\".\n *\n * The collection provide methods for convenient access to the both ends.\n * It also implements [MutableList] interface and supports efficient get/set operations by index.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic class ArrayDeque<E> : AbstractMutableList<E> {\n private var head: Int = 0\n private var elementData: Array<Any?>\n\n override var size: Int = 0\n private set\n\n /**\n * Constructs an empty deque with specified [initialCapacity], or throws [IllegalArgumentException] if [initialCapacity] is negative.\n */\n public constructor(initialCapacity: Int) {\n elementData = when {\n initialCapacity == 0 -> emptyElementData\n initialCapacity > 0 -> arrayOfNulls(initialCapacity)\n else -> throw IllegalArgumentException(\"Illegal Capacity: $initialCapacity\")\n }\n }\n\n /**\n * Constructs an empty deque.\n */\n public constructor() {\n elementData = emptyElementData\n }\n\n /**\n * Constructs a deque that contains the same elements as the specified [elements] collection in the same order.\n */\n public constructor(elements: Collection<E>) {\n elementData = elements.toTypedArray()\n size = elementData.size\n if (elementData.isEmpty())\n elementData = emptyElementData\n }\n\n /**\n * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].\n *\n * If the current capacity is less than the [minCapacity], a new backing storage is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n */\n private fun ensureCapacity(minCapacity: Int) {\n if (minCapacity < 0) throw IllegalStateException(\"Deque is too big.\") // overflow\n if (minCapacity <= elementData.size) return\n if (elementData === emptyElementData) {\n elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))\n return\n }\n\n val newCapacity = newCapacity(elementData.size, minCapacity)\n copyElements(newCapacity)\n }\n\n /**\n * Creates a new array with the specified [newCapacity] size and copies elements in the [elementData] array to it.\n */\n private fun copyElements(newCapacity: Int) {\n val newElements = arrayOfNulls<Any?>(newCapacity)\n elementData.copyInto(newElements, 0, head, elementData.size)\n elementData.copyInto(newElements, elementData.size - head, 0, head)\n head = 0\n elementData = newElements\n }\n\n @kotlin.internal.InlineOnly\n private inline fun internalGet(internalIndex: Int): E {\n @Suppress(\"UNCHECKED_CAST\")\n return elementData[internalIndex] as E\n }\n\n private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index\n\n private fun negativeMod(index: Int): Int = if (index < 0)

index + elementData.size else index\n\n   @kotlin.internal.InlineOnly\n   private inline fun internalIndex(index: Int): Int = positiveMod(head + index)\n\n   private fun incremented(index: Int): Int = if (index == elementData.lastIndex) 0 else index + 1\n\n   private fun decremented(index: Int): Int = if (index == 0) elementData.lastIndex else index - 1\n\n   override fun isEmpty(): Boolean = size == 0\n\n   /**\n   * Returns the first element, or throws [NoSuchElementException] if this deque is empty.\n   */\n   public fun first(): E = if (isEmpty()) throw NoSuchElementException(\"ArrayDeque is empty.\") else internalGet(head)\n\n   /**\n   * Returns the first element, or `null` if this deque is empty.\n   */\n   public fun firstOrNull(): E? = if (isEmpty()) null else internalGet(head)\n\n   /**\n   * Returns the last element, or throws [NoSuchElementException] if this deque is empty.\n   */\n   public fun last(): E = if (isEmpty()) throw NoSuchElementException(\"ArrayDeque is empty.\") else internalGet(internalIndex(lastIndex))\n\n   /**\n   * Returns the last element, or `null` if this deque is empty.\n   */\n   public fun lastOrNull(): E? = if (isEmpty()) null else internalGet(internalIndex(lastIndex))\n\n   /**\n   * Prepends the specified [element] to this deque.\n   */\n   public fun addFirst(element: E) {\n   ensureCapacity(size + 1)\n\n   head = decremented(head)\n   elementData[head] = element\n   size += 1\n   }\n\n   /**\n   * Appends the specified [element] to this deque.\n   */\n   public fun addLast(element: E) {\n   ensureCapacity(size + 1)\n\n   elementData[internalIndex(size)] = element\n   size += 1\n   }\n\n   /**\n   * Removes the first element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.\n   */\n   public fun removeFirst(): E {\n   if (isEmpty()) throw NoSuchElementException(\"ArrayDeque is empty.\")\n\n   val element = internalGet(head)\n   elementData[head] = null\n   head = incremented(head)\n   size -= 1\n   return element\n   }\n\n   /**\n   * Removes the first element from this deque and returns that removed element, or returns `null` if this deque is empty.\n   */\n   public fun removeFirstOrNull(): E? = if (isEmpty()) null else removeFirst()\n\n   /**\n   * Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.\n   */\n   public fun removeLast(): E {\n   if (isEmpty()) throw NoSuchElementException(\"ArrayDeque is empty.\")\n\n   val internalLastIndex = internalIndex(lastIndex)\n   val element = internalGet(internalLastIndex)\n   elementData[internalLastIndex] = null\n   size -= 1\n   return element\n   }\n\n   /**\n   * Removes the last element from this deque and returns that removed element, or returns `null` if this deque is empty.\n   */\n   public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast()\n\n   // MutableList, MutableCollection\n   public override fun add(element: E): Boolean {\n   addLast(element)\n   return true\n   }\n\n   public override fun add(index: Int, element: E) {\n   AbstractList.checkPositionIndex(index, size)\n\n   if (index == size) {\n   addLast(element)\n   return\n   } else if (index == 0) {\n   addFirst(element)\n   return\n   }\n\n   ensureCapacity(size + 1)\n\n   // Elements in circular array lay in 2 ways:\n   //   1. `head` is less than `tail`: [#, #, e1, e2, e3, #]\n   //   2. `head` is greater than `tail`: [e3, #, #, #, e1, e2]\n   // where head is the index of the first element in the circular array,\n   // and tail is the index following the last element.\n   //\n   // At this point the insertion index is not equal to head or tail.\n   // Also the circular array can store at least one more element.\n   //\n   // Depending on where the given element must be inserted the preceding or the succeeding\n   // elements will be shifted to make room for the element to be inserted.\n   //\n   // In case the preceding elements are shifted:\n   //   * if the insertion index is greater than the head (regardless of circular array form)\n   //   -> shift the preceding elements\n   //   * otherwise, the circular array has (2) form and the insertion index is less than tail\n   //   -> shift all elements in the back of the array\n   //   -> shift preceding elements in the front of the array\n   // In case the succeeding elements are shifted:\n   //   * if the insertion index is less than the tail (regardless of circular array form)\n   //   -> shift the succeeding elements\n   //   * otherwise, the circular array has (2) form and the insertion index is greater than head\n   //   -> shift all elements in the front of the array\n   //   -> shift succeeding elements in the back of the array\n\n   val internalIndex = internalIndex(index)\n\n   if (index < (size + 1) shr 1) {\n   // closer to the first element -> shift preceding elements\n   val decrementedInternalIndex = decremented(internalIndex)\n   val decrementedHead = decremented(head)\n\n   if (decrementedInternalIndex >= head) {\n   elementData[decrementedHead] = elementData[head] // head can be zero\n   elementData.copyInto(elementData, head, head + 1,

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decrementedInternalIndex + 1)\n            } else { // head > tail\n                elementData.copyInto(elementData, head - 1, head, elementData.size) // head can't be zero\n                elementData[elementData.size - 1] = elementData[0]\n                elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)\n            }\n\n            elementData[decrementedInternalIndex] = element\n            head = decrementedHead\n        } else {\n            // closer to the last element -> shift succeeding elements\n            val tail = internalIndex(size)\n\n            if (internalIndex < tail) {\n                elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)\n            } else { // head > tail\n                elementData.copyInto(elementData, 1, 0, tail)\n                elementData[0] = elementData[elementData.size - 1]\n                elementData.copyInto(elementData, internalIndex + 1, internalIndex, elementData.size - 1)\n            }\n\n            elementData[internalIndex] = element\n        }\n        size += 1\n    }\n\n    private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) {\n        val iterator = elements.iterator()\n\n        for (index in internalIndex until elementData.size) {\n            if (!iterator.hasNext()) break\n            elementData[index] = iterator.next()\n        }\n        for (index in 0 until head) {\n            if (!iterator.hasNext()) break\n            elementData[index] = iterator.next()\n        }\n\n        size += elements.size\n    }\n\n    public override fun addAll(elements: Collection<E>): Boolean {\n        if (elements.isEmpty()) return false\n        ensureCapacity(this.size + elements.size)\n        copyCollectionElements(internalIndex(size), elements)\n        return true\n    }\n\n    public override fun addAll(index: Int, elements: Collection<E>): Boolean {\n        AbstractList.checkPositionIndex(index, size)\n\n        if (elements.isEmpty()) {\n            return false\n        } else if (index == size) {\n            return addAll(elements)\n        }\n\n        ensureCapacity(this.size + elements.size)\n\n        val tail = internalIndex(size)\n        val internalIndex = internalIndex(index)\n        val elementsSize = elements.size\n\n        if (index < (size + 1) shr 1) {\n            // closer to the first element -> shift preceding elements\n\n            var shiftedHead = head - elementsSize\n\n            if (internalIndex >= head) {\n                if (shiftedHead >= 0) {\n                    elementData.copyInto(elementData, shiftedHead, head, internalIndex)\n                } else { // head < tail, insertion leads to head >= tail\n                    shiftedHead += elementData.size\n                    val elementsToShift = internalIndex - head\n                    val shiftToBack = elementData.size - shiftedHead\n\n                    if (shiftToBack >= elementsToShift) {\n                        elementData.copyInto(elementData, shiftedHead, head, internalIndex)\n                    } else {\n                        elementData.copyInto(elementData, shiftedHead, head, head + shiftToBack)\n                        elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)\n                    }\n                }\n            } else { // head > tail, internalIndex < tail\n                elementData.copyInto(elementData, shiftedHead, head, elementData.size)\n                if (elementsSize >= internalIndex) {\n                    elementData.copyInto(elementData, elementData.size - elementsSize, 0, internalIndex)\n                } else {\n                    elementData.copyInto(elementData, elementData.size - elementsSize, 0, elementsSize)\n                    elementData.copyInto(elementData, 0, elementsSize, internalIndex)\n                }\n            }\n            head = shiftedHead\n            copyCollectionElements(negativeMod(internalIndex - elementsSize), elements)\n        } else {\n            // closer to the last element -> shift succeeding elements\n\n            val shiftedInternalIndex = internalIndex + elementsSize\n\n            if (internalIndex < tail) {\n                if (tail + elementsSize <= elementData.size) {\n                    elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail)\n                } else { // head < tail, insertion leads to head >= tail\n                    if (shiftedInternalIndex >= elementData.size) {\n                        elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, tail)\n                    } else {\n                        val shiftToFront = tail + elementsSize - elementData.size\n                        elementData.copyInto(elementData, 0, tail - shiftToFront, tail)\n                        elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail - shiftToFront)\n                    }\n                }\n            } else { // head > tail, internalIndex > head\n                elementData.copyInto(elementData, elementsSize, 0, tail)\n                if (shiftedInternalIndex >= elementData.size) {\n                    elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, elementData.size)\n                } else {\n                    elementData.copyInto(elementData, 0, elementData.size - elementsSize, elementData.size)\n                    elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, elementData.size - elementsSize)\n                }\n            }\n            copyCollectionElements(internalIndex, elements)\n        }\n\n        return true\n    }\n\n    public override fun get(index: Int): E {\n        AbstractList.checkElementIndex(index, size)\n\n        return
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internalGet(internalIndex(index))\n    }\n\n    public override fun set(index: Int, element: E): E {\n AbstractList.checkElementIndex(index, size)\n\n        val internalIndex = internalIndex(index)\n        val oldElement = internalGet(internalIndex)\n        elementData[internalIndex] = element\n\n        return oldElement\n    }\n\n public override fun contains(element: E): Boolean = indexOf(element) != -1\n\n    public override fun indexOf(element: E): Int {\n        val tail = internalIndex(size)\n\n        if (head < tail) {\n            for (index in head until tail) {\n                if (element == elementData[index]) return index - head\n            }\n        } else if (head >= tail) {\n            for (index in head until elementData.size) {\n                if (element == elementData[index]) return index - head\n            }\n            for (index in 0 until tail) {\n                if (element == elementData[index]) return index + elementData.size - head\n            }\n        }\n\n        return -1\n    }\n\n    public override fun lastIndexOf(element: E): Int {\n        val tail = internalIndex(size)\n\n        if (head < tail) {\n            for (index in tail - 1 downTo head) {\n                if (element == elementData[index]) return index - head\n            }\n        } else if (head > tail) {\n            for (index in tail - 1 downTo 0) {\n                if (element == elementData[index]) return index + elementData.size - head\n            }\n            for (index in elementData.lastIndex downTo head) {\n if (element == elementData[index]) return index - head\n            }\n        }\n\n        return -1\n    }\n\n    public override fun remove(element: E): Boolean {\n        val index = indexOf(element)\n        if (index == -1) return false\n        removeAt(index)\n        return true\n    }\n\n    public override fun removeAt(index: Int): E {\n AbstractList.checkElementIndex(index, size)\n\n        if (index == lastIndex) {\n            return removeLast()\n        } else if (index == 0) {\n            return removeFirst()\n        }\n\n        val internalIndex = internalIndex(index)\n val element = internalGet(internalIndex)\n\n        if (index < size shr 1) {\n            // closer to the first element -> shift preceding elements\n            if (internalIndex >= head) {\n                elementData.copyInto(elementData, head + 1, head, internalIndex)\n            } else { // head > tail, internalIndex < head\n elementData.copyInto(elementData, 1, 0, internalIndex)\n                elementData[0] = elementData[elementData.size - 1]\n                elementData.copyInto(elementData, head + 1, head, elementData.size - 1)\n            }\n\n elementData[head] = null\n            head = incremented(head)\n        } else {\n            // closer to the last element -> shift succeeding elements\n            val internalLastIndex = internalIndex(lastIndex)\n\n            if (internalIndex <= internalLastIndex) {\n                elementData.copyInto(elementData, internalIndex, internalIndex + 1, internalLastIndex + 1)\n            } else { // head > tail, internalIndex > head\n elementData.copyInto(elementData, internalIndex, internalIndex + 1, elementData.size)\n elementData[elementData.size - 1] = elementData[0]\n                elementData.copyInto(elementData, 0, 1, internalLastIndex + 1)\n            }\n\n            elementData[internalLastIndex] = null\n        }\n        size -= 1\n\n return element\n    }\n\n    public override fun removeAll(elements: Collection<E>): Boolean = filterInPlace { !elements.contains(it) }\n\n    public override fun retainAll(elements: Collection<E>): Boolean = filterInPlace { elements.contains(it) }\n\n    private inline fun filterInPlace(predicate: (E) -> Boolean): Boolean {\n        if (this.isEmpty() || elementData.isEmpty())\n            return false\n\n        val tail = internalIndex(size)\n        var newTail = head\n        var modified = false\n\n        if (head < tail) {\n            for (index in head until tail) {\n val element = elementData[index]\n\n                @Suppress(\"UNCHECKED_CAST\")\n                if (predicate(element as E))\n                    elementData[newTail++] = element\n                else\n                    modified = true\n            }\n\n            elementData.fill(null, newTail, tail)\n\n        } else {\n            for (index in head until elementData.size) {\n                val element = elementData[index]\n                elementData[index] = null\n\n @Suppress(\"UNCHECKED_CAST\")\n                if (predicate(element as E))\n elementData[newTail++] = element\n                else\n                    modified = true\n            }\n\n            newTail = positiveMod(newTail)\n\n            for (index in 0 until tail) {\n                val element = elementData[index]\n elementData[index] = null\n\n                @Suppress(\"UNCHECKED_CAST\")\n                if (predicate(element as E)) {\n                    elementData[newTail] = element\n                    newTail = incremented(newTail)\n                } else {\n                    modified = true\n                }\n            }\n        }\n        if (modified)\n            size = negativeMod(newTail - head)\n\n        return modified\n    }\n\n    public override fun clear() {\n        val tail = internalIndex(size)\n        if (head < tail) {\n            elementData.fill(null, head, tail)\n        } else if (isNotEmpty()) {\n            elementData.fill(null, head, elementData.size)\n            elementData.fill(null, 0, tail)\n        }\n        head =
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0\n size = 0\n }\n\n @Suppress(\"NOTHING_TO_OVERRIDE\")\n override fun <T> toArray(array: Array<T>): Array<T> {\n @Suppress(\"UNCHECKED_CAST\")\n val dest = (if (array.size >= size) array else arrayOfNulls(array, size)) as Array<Any?>\n\n val tail = internalIndex(size)\n if (head < tail) {\n elementData.copyInto(dest, startIndex = head, endIndex = tail)\n } else if (isNotEmpty()) {\n elementData.copyInto(dest, destinationOffset = 0, startIndex = head, endIndex = elementData.size)\n elementData.copyInto(dest, destinationOffset = elementData.size - head, startIndex = 0, endIndex = tail)\n }\n if (dest.size > size) {\n dest[size] = null // null-terminate\n }\n\n @Suppress(\"UNCHECKED_CAST\")\n return dest as Array<T>\n }\n\n @Suppress(\"NOTHING_TO_OVERRIDE\")\n override fun toArray(): Array<Any?> {\n return toArray(arrayOfNulls<Any?>(size))\n }\n\n // for testing\n internal fun <T> testToArray(array: Array<T>): Array<T> = toArray(array)\n internal fun testToArray(): Array<Any?> = toArray()\n\n internal companion object {\n private val emptyElementData = emptyArray<Any?>()\n private const val maxArraySize = Int.MAX_VALUE - 8\n private const val defaultMinCapacity = 10\n\n internal fun newCapacity(oldCapacity: Int, minCapacity: Int): Int {\n // overflow-conscious\n var newCapacity = oldCapacity + (oldCapacity shr 1)\n if (newCapacity - minCapacity < 0)\n newCapacity = minCapacity\n if (newCapacity - maxArraySize > 0)\n newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize\n return newCapacity\n }\n }\n\n // For testing only\n internal fun internalStructure(structure: (head: Int, elements: Array<Any?>) -> Unit) {\n val tail = internalIndex(size)\n val head = if (isEmpty() || head < tail) head else head - elementData.size\n structure(head, toArray())\n }\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"ArraysKt\")\n\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\n\n\n/**\n * Returns a single list of all elements from all arrays in the given array.\n * @sample samples.collections.Arrays.Transformations.flattenArray\n */\npublic fun <T> Array<out Array<out T>>.flatten(): List<T> {\n val result = ArrayList<T>(sumOf { it.size })\n for (element in this) {\n result.addAll(element)\n }\n return result\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this array,\n * *second* list is built from the second values of each pair from this array.\n * @sample samples.collections.Arrays.Transformations.unzipArray\n */\npublic fun <T, R> Array<out Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n val listT = ArrayList<T>(size)\n val listR = ArrayList<R>(size)\n for (pair in this) {\n listT.add(pair.first)\n listR.add(pair.second)\n }\n return listT to listR\n}\n\n/**\n * Returns `true` if this nullable array is either null or empty.\n * @sample samples.collections.Arrays.Usage.arrayIsNullOrEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline fun Array<*>?.isNullOrEmpty(): Boolean {\n contract {\n returns(false) implies (this@isNullOrEmpty != null)\n }\n\n return this == null || this.isEmpty()\n}\n\n/**\n * Returns this array if it's not empty\n * or the result of calling [defaultValue] function if the array is empty.\n *\n * @sample samples.collections.Arrays.Usage.arrayIfEmpty\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress(\"UPPER_BOUND_CANNOT_BE_ARRAY\")\npublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =\n if (isEmpty()) defaultValue() else this\n\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin(\"1.3\")\n@PublishedApi\n@kotlin.jvm.JvmName(\"contentDeepEquals\")\n@kotlin.js.JsName(\"contentDeepEqualsImpl\")\ninternal fun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {\n if (this === other) return true\n if (this == null || other == null || this.size != other.size) return false\n\n for (i in indices) {\n val v1 = this[i]\n val v2 = other[i]\n\n if (v1 === v2) {\n continue\n } else if (v1 == null || v2 == null) {\n return false\n }\n\n when {\n v1 is Array<*> && v2 is Array<*> -> if (!v1.contentDeepEquals(v2)) return false\n v1 is ByteArray && v2 is ByteArray -> if (!v1.contentEquals(v2)) return false\n v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2)) return false\n v1 is IntArray && v2 is

IntArray -> if (!v1.contentEquals(v2)) return false\n v1 is LongArray && v2 is LongArray -> if (!v1.contentEquals(v2)) return false\n v1 is FloatArray && v2 is FloatArray -> if (!v1.contentEquals(v2)) return false\n v1 is DoubleArray && v2 is DoubleArray -> if (!v1.contentEquals(v2)) return false\n v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2)) return false\n v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n\n v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false\n v1 is UShortArray && v2 is UShortArray -> if (!v1.contentEquals(v2)) return false\n v1 is UIntArray && v2 is UIntArray -> if (!v1.contentEquals(v2)) return false\n v1 is ULongArray && v2 is ULongArray -> if (!v1.contentEquals(v2)) return false\n\n else -> if (v1 != v2) return false\n }\n\n }\n return true\n}\n\n@SinceKotlin(\"1.3\")\n@PublishedApi\n@kotlin.jvm.JvmName(\"contentDeepToString\")\n@kotlin.js.JsName(\"contentDeepToStringImpl\")\ninternal fun <T> Array<out T>?.contentDeepToStringImpl(): String {\n if (this == null) return \"null\"\n val length = size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE\n return buildString(length) {\n contentDeepToStringInternal(this, mutableListOf())\n }\n}\n\n@OptIn(ExperimentalUnsignedTypes::class)\nprivate fun <T> Array<out T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {\n if (this in processed) {\n result.append(\"[...]\")\n return\n }\n processed.add(this)\n result.append('[')\n\n for (i in indices) {\n if (i != 0) {\n result.append(\", \")\n }\n val element = this[i]\n when (element) {\n null -> result.append(\"null\")\n is Array<*> -> element.contentDeepToStringInternal(result, processed)\n is ByteArray -> result.append(element.contentToString())\n is ShortArray -> result.append(element.contentToString())\n is IntArray -> result.append(element.contentToString())\n is LongArray -> result.append(element.contentToString())\n is FloatArray -> result.append(element.contentToString())\n is DoubleArray -> result.append(element.contentToString())\n is CharArray -> result.append(element.contentToString())\n is BooleanArray -> result.append(element.contentToString())\n\n is UByteArray -> result.append(element.contentToString())\n is UShortArray -> result.append(element.contentToString())\n is UIntArray -> result.append(element.contentToString())\n is ULongArray -> result.append(element.contentToString())\n\n else -> result.append(element.toString())\n }\n }\n\n result.append(']')\n processed.removeAt(processed.lastIndex)\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n\n/** Returns true if the brittle contains optimization is enabled. See KT-45438. */\ninternal expect fun brittleContainsOptimizationEnabled(): Boolean\n\n/**\n * Returns true if [brittleContainsOptimizationEnabled] is true\n * and it's safe to convert this collection to a set without changing contains method behavior.\n */\nprivate fun <T> Collection<T>.safeToConvertToSet() = brittleContainsOptimizationEnabled() && size > 2 && this is ArrayList\n\n/**\n * When [brittleContainsOptimizationEnabled] is true:\n * - Converts this [Iterable] to a set if it is not a [Collection].\n * - Converts this [Collection] to a set, when it's worth so and it doesn't change contains method behavior.\n * - Otherwise returns this.\n * When [brittleContainsOptimizationEnabled] is false:\n * - Converts this [Iterable] to a list if it is not a [Collection].\n * - Otherwise returns this.\n */\ninternal fun <T> Iterable<T>.convertToSetForSetOperationWith(source: Iterable<T>): Collection<T> =\n when (this) {\n is Set -> this\n is Collection ->\n when {\n source is Collection && source.size < 2 -> this\n else -> if (this.safeToConvertToSet()) toHashSet() else this\n }\n else -> if (brittleContainsOptimizationEnabled()) toHashSet() else toList()\n }\n\n/**\n * When [brittleContainsOptimizationEnabled] is true:\n * - Converts this [Iterable] to a set if it is not a [Collection].\n * - Converts this [Collection] to a set, when it's worth so and it doesn't change contains method behavior.\n * - Otherwise returns this.\n * When [brittleContainsOptimizationEnabled] is false:\n * - Converts this [Iterable] to a list if it is not a [Collection].\n * - Otherwise returns this.\n */\ninternal fun <T> Iterable<T>.convertToSetForSetOperation(): Collection<T> =\n when (this) {\n is Set -> this\n is

Collection -> if (this.safeToConvertToSet()) toHashSet() else this\n   else -> if (brittleContainsOptimizationEnabled()) toHashSet() else toList()\n   }\n\n/**\n * Converts this sequence to a set if [brittleContainsOptimizationEnabled] is true,\n * otherwise converts it to a list.\n */\ninternal fun <T> Sequence<T>.convertToSetForSetOperation(): Collection<T> =\n   if (brittleContainsOptimizationEnabled()) toHashSet() else toList()\n\n/**\n * Converts this array to a set if [brittleContainsOptimizationEnabled] is true,\n * otherwise converts it to a list.\n */\ninternal fun <T> Array<T>.convertToSetForSetOperation(): Collection<T> =\n   if (brittleContainsOptimizationEnabled()) toHashSet() else asList()","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Data class representing a value from a collection or sequence, along with its index in that collection or sequence.\n *\n * @property value the underlying value.\n * @property index the index of the value in the collection or sequence.\n */\npublic data class IndexedValue<out T>(public val index: Int, public val value: T)\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"MapAccessorsKt\")\n\npackage kotlin.collections\n\nimport kotlin.reflect.KProperty\nimport kotlin.internal.Exact\n\n/**\n * Returns the value of the property for the given object from this read-only map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.\n * @return the property value.\n *\n * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <V, V1 : V> Map<in String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n   @Suppress(\"UNCHECKED_CAST\") (getOrImplicitDefault(property.name) as V1)\n\n/**\n * Returns the value of the property for the given object from this mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.\n * @return the property value.\n *\n * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).\n */\n@kotlin.jvm.JvmName(\"getVar\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V, V1 : V> MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n   @Suppress(\"UNCHECKED_CAST\") (getOrImplicitDefault(property.name) as V1)\n\n/**\n * Stores the value of the property for the given object in this mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property the metadata for the property, used to get the name of property and store the value associated with that name in the map.\n * @param value the value to set.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n   this.put(property.name, value)\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MapsKt\")\n\npackage kotlin.collections\n\n/**\n * Returns the value for the given key, or the implicit default value for this map.\n * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.\n * To create a map with implicit default value use [withDefault] method.\n *\n * @throws NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default was provided for that map.\n */\n@kotlin.jvm.JvmName(\"getOrImplicitDefaultNullable\")\n@PublishedApi\ninternal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {\n   if (this is MapWithDefault)\n   return this.getOrImplicitDefault(key)\n\n   return getOrElseNullable(key, { throw NoSuchElementException(\"Key $key is missing in the map.\") })\n}\n\n/**\n * Returns a wrapper of this read-only map, having the implicit default value provided with the specified function [defaultValue].\n *\n * This implicit default value is used when the original map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function, for

example when properties are delegated to the map.\n *\n * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.\n */\npublic fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =\n   when (this) {\n   is MapWithDefault -> this.map.withDefault(defaultValue)\n   else -> MapWithDefaultImpl(this, defaultValue)\n   }\n\n/**\n * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function [defaultValue].\n *\n * This implicit default value is used when the original map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function, for example when properties are delegated to the map.\n *\n * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.\n */\n@kotlin.jvm.JvmName(\"withDefaultMutable\")\npublic fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =\n   when (this) {\n   is MutableMapWithDefault -> this.map.withDefault(defaultValue)\n   else -> MutableMapWithDefaultImpl(this, defaultValue)\n   }\n\n\nprivate interface MapWithDefault<K, out V> : Map<K, V> {\n   public val map: Map<K, V>\n   public fun getOrImplicitDefault(key: K): V\n}\n\nprivate interface MutableMapWithDefault<K, V> : MutableMap<K, V>, MapWithDefault<K, V> {\n   public override val map: MutableMap<K, V>\n}\n\n\nprivate class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) : MapWithDefault<K, V> {\n   override fun equals(other: Any?): Boolean = map.equals(other)\n   override fun hashCode(): Int = map.hashCode()\n   override fun toString(): String = map.toString()\n   override val size: Int get() = map.size\n   override fun isEmpty(): Boolean = map.isEmpty()\n   override fun containsKey(key: K): Boolean = map.containsKey(key)\n   override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)\n   override fun get(key: K): V? = map.get(key)\n   override val keys: Set<K> get() = map.keys\n   override val values: Collection<V> get() = map.values\n   override val entries: Set<Map.Entry<K, V>> get() = map.entries\n\n   override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n}\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {\n   override fun equals(other: Any?): Boolean = map.equals(other)\n   override fun hashCode(): Int = map.hashCode()\n   override fun toString(): String = map.toString()\n   override val size: Int get() = map.size\n   override fun isEmpty(): Boolean = map.isEmpty()\n   override fun containsKey(key: K): Boolean = map.containsKey(key)\n   override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)\n   override fun get(key: K): V? = map.get(key)\n   override val keys: MutableSet<K> get() = map.keys\n   override val values: MutableCollection<V> get() = map.values\n   override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries\n\n   override fun put(key: K, value: V): V? = map.put(key, value)\n   override fun remove(key: K): V? = map.remove(key)\n   override fun putAll(from: Map<out K, V>) = map.putAll(from)\n   override fun clear() = map.clear()\n\n   override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })\n}\n\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\nimport kotlin.random.Random\n\n/**\n * Removes a single instance of the specified element from this\n * collection, if it is present.\n *\n * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.\n *\n * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.remove(element: T): Boolean =\n   @Suppress(\"UNCHECKED_CAST\") (this as MutableCollection<T>).remove(element)\n\n/**\n * Removes all of this collection's elements that are also contained in the specified collection.\n\n * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.\n *\n * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =\n   @Suppress(\"UNCHECKED_CAST\") (this as MutableCollection<T>).removeAll(elements)\n\n/**\n * Retains only the elements in this collection that are contained in the specified collection.\n *\n * Allows to

overcome type-safety restriction of `retainAll` that requires to pass a collection of type `Collection<E>`.\n *\n * @return `true` if any element was removed from the collection, `false` if the collection was not modified.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =\n   @Suppress(\"UNCHECKED_CAST\") (this as MutableCollection<T>).retainAll(elements)\n\n/**\n * Adds the specified [element] to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(element: T) {\n   this.add(element)\n}\n\n/**\n * Adds all elements of the given [elements] collection to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Iterable<T>) {\n   this.addAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] array to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {\n   this.addAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] sequence to this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.plusAssign(elements: Sequence<T>) {\n   this.addAll(elements)\n}\n\n/**\n * Removes a single instance of the specified [element] from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(element: T) {\n   this.remove(element)\n}\n\n/**\n * Removes all elements contained in the given [elements] collection from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Iterable<T>) {\n   this.removeAll(elements)\n}\n\n/**\n * Removes all elements contained in the given [elements] array from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {\n   this.removeAll(elements)\n}\n\n/**\n * Removes all elements contained in the given [elements] sequence from this mutable collection.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Sequence<T>) {\n   this.removeAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] collection to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean {\n   when (elements) {\n   is Collection -> return addAll(elements)\n   else -> {\n   var result: Boolean = false\n   for (item in elements)\n   if (add(item)) result = true\n   return result\n   }\n   }\n}\n\n/**\n * Adds all elements of the given [elements] sequence to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {\n   var result: Boolean = false\n   for (item in elements) {\n   if (add(item)) result = true\n   }\n   return result\n}\n\n/**\n * Adds all elements of the given [elements] array to this [MutableCollection].\n */\npublic fun <T> MutableCollection<in T>.addAll(elements: Array<out T>): Boolean {\n   return addAll(elements.asList())\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements: Iterable<T>): Boolean {\n   return removeAll(elements.convertToSetForSetOperationWith(this))\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] sequence.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {\n   val set = elements.convertToSetForSetOperation()\n   return set.isNotEmpty() && removeAll(set)\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array.\n */\npublic fun <T> MutableCollection<in T>.removeAll(elements: Array<out T>): Boolean {\n   return elements.isNotEmpty() && removeAll(elements.convertToSetForSetOperation())\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.\n */\npublic fun <T> MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {\n   return retainAll(elements.convertToSetForSetOperationWith(this))\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] array.\n */\npublic fun <T> MutableCollection<in T>.retainAll(elements: Array<out T>): Boolean {\n   if (elements.isNotEmpty())\n   return retainAll(elements.convertToSetForSetOperation())\n   else\n   return retainNothing()\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] sequence.\n */\npublic fun <T> MutableCollection<in T>.retainAll(elements: Sequence<T>): Boolean {\n   val set =

elements.convertToSetForSetOperation()\n   if (set.isNotEmpty())\n   return retainAll(set)\n   else\n   return retainNothing()\n}\n\nprivate fun MutableCollection<*>.retainNothing(): Boolean {\n   val result = isNotEmpty()\n   clear()\n   return result\n}\n\n\n/**\n * Removes all elements from this [MutableIterable] that match the given [predicate].\n *\n * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.\n */\npublic fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)\n\n/**\n * Retains only elements of this [MutableIterable] that match the given [predicate].\n *\n * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.\n */\npublic fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)\n\nprivate fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {\n   var result = false\n   with(iterator()) {\n   while (hasNext())\n   if (predicate(next()) == predicateResultToRemove) {\n   remove()\n   result = true\n   }\n   }\n   return result\n}\n\n\n/**\n * Removes the element at the specified [index] from this list.\n * In Kotlin one should use the [MutableList.removeAt] function instead.\n */\n@Deprecated(\"Use removeAt(index) instead.\", ReplaceWith(\"removeAt(index)\"), level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic inline fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)\n\n/**\n * Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException(\"List is empty.\") else removeAt(0)\n\n/**\n * Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)\n\n/**\n * Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException(\"List is empty.\") else removeAt(lastIndex)\n\n/**\n * Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)\n\n/**\n * Removes all elements from this [MutableList] that match the given [predicate].\n *\n * @return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.\n */\npublic fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)\n\n/**\n * Retains only elements of this [MutableList] that match the given [predicate].\n *\n * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not modified.\n */\npublic fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)\n\nprivate fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {\n   if (this !is RandomAccess)\n   return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)\n\n   var writeIndex: Int = 0\n   for (readIndex in 0..lastIndex) {\n   val element = this[readIndex]\n   if (predicate(element) == predicateResultToRemove)\n   continue\n\n   if (writeIndex != readIndex)\n   this[writeIndex] = element\n\n   writeIndex++\n   }\n   if (writeIndex < size) {\n   for (removeIndex in lastIndex downTo writeIndex)\n   removeAt(removeIndex)\n\n   return true\n   } else {\n   return false\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"CollectionsKt\")\n\npackage kotlin.collections\n\nprivate open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {\n   override val size: Int get() = delegate.size\n   override fun get(index: Int): T =

delegate[reverseElementIndex(index)]\n}\n\nprivate class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {\n override val size: Int get() = delegate.size\n override fun get(index: Int): T = delegate[reverseElementIndex(index)]\n\n override fun clear() = delegate.clear()\n override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))\n\n override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)\n override fun add(index: Int, element: T) {\n delegate.add(reversePositionIndex(index), element)\n }\n}\n\nprivate fun List<*>.reverseElementIndex(index: Int) =\n if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException(\"Element index $index must be in range [${0..lastIndex}].\")\n\nprivate fun List<*>.reversePositionIndex(index: Int) =\n if (index in 0..size) size - index else throw IndexOutOfBoundsException(\"Position index $index must be in range [${0..size}].\")\n\n\n/**\n * Returns a reversed read-only view of the original List.\n * All changes made in the original list will be reflected in the reversed one.\n * @sample samples.collections.ReversedViews.asReversedList\n */\npublic fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)\n\n/**\n * Returns a reversed mutable view of the original mutable List.\n * All changes made in the original list will be reflected in the reversed one and vice versa.\n * @sample samples.collections.ReversedViews.asReversedMutableList\n */\n@kotlin.jvm.JvmName(\"asReversedMutable\")\npublic fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"SequencesKt\")\n@file:OptIn(ExperimentalTypeInference::class)\n\npackage kotlin.sequences\n\nimport kotlin.coroutines.*\nimport kotlin.coroutines.intrinsics.*\nimport kotlin.experimental.ExperimentalTypeInference\n\n/**\n * Builds a [Sequence] lazily yielding values one by one.\n *\n * @see kotlin.sequences.generateSequence\n *\n * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample samples.collections.Sequences.Building.buildFibonacciSequence\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(block) }\n\n@SinceKotlin(\"1.3\")\n@Deprecated(\"Use 'sequence { }' function instead.\", ReplaceWith(\"sequence(builderAction)\"), level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(builderAction) }\n\n/**\n * Builds an [Iterator] lazily yielding values one by one.\n *\n * @sample samples.collections.Sequences.Building.buildIterator\n * @sample samples.collections.Iterables.Building.iterable\n */\n@SinceKotlin(\"1.3\")\npublic fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {\n val iterator = SequenceBuilderIterator<T>()\n iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)\n return iterator\n}\n\n@SinceKotlin(\"1.3\")\n@Deprecated(\"Use 'iterator { }' function instead.\", ReplaceWith(\"iterator(builderAction)\"), level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic inline fun <T> buildIterator(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Iterator<T> = iterator(builderAction)\n\n/**\n * The scope for yielding values of a [Sequence] or an [Iterator], provides [yield] and [yieldAll] suspension functions.\n *\n * @see sequence\n * @see iterator\n *\n * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample samples.collections.Sequences.Building.buildFibonacciSequence\n */\n@RestrictsSuspension\n@SinceKotlin(\"1.3\")\npublic abstract class SequenceScope<in T> internal constructor() {\n /**\n * Yields a value to the [Iterator] being built and suspends\n * until the next value is requested.\n *\n * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample samples.collections.Sequences.Building.buildFibonacciSequence\n */\n public abstract suspend fun yield(value: T)\n\n /**\n * Yields all values from the `iterator` to the [Iterator] being built\n * and suspends until all these values are iterated and the next one is requested.\n *\n * The sequence of values returned by the given iterator can be potentially infinite.\n *\n * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n

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*/\n    public abstract suspend fun yieldAll(iterator: Iterator<T>)\n\n    /**\n     * Yields a collections of values to the [Iterator] being built\n     * and suspends until all these values are iterated and the next one is requested.\n     *\n     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n     */\n    public suspend fun yieldAll(elements: Iterable<T>) {\n        if (elements is Collection && elements.isEmpty()) return\n        return yieldAll(elements.iterator())\n    }\n\n    /**\n     * Yields potentially infinite sequence of values  to the [Iterator] being built\n     * and suspends until all these values are iterated and the next one is requested.\n     *\n     * The sequence can be potentially infinite.\n     *\n     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n     */\n    public suspend fun yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())\n}\n\n@Deprecated(\"Use SequenceScope class instead.\", ReplaceWith(\"SequenceScope<T>\"), level = DeprecationLevel.ERROR)\npublic typealias SequenceBuilder<T> = SequenceScope<T>\n\nprivate typealias State = Int\n\nprivate const val State_NotReady: State = 0\nprivate const val State_ManyNotReady: State = 1\nprivate const val State_ManyReady: State = 2\nprivate const val State_Ready: State = 3\nprivate const val State_Done: State = 4\nprivate const val State_Failed: State = 5\n\nprivate class SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {\n    private var state = State_NotReady\n    private var nextValue: T? = null\n    private var nextIterator: Iterator<T>? = null\n    var nextStep: Continuation<Unit>? = null\n\n    override fun hasNext(): Boolean {\n        while (true) {\n            when (state) {\n                State_NotReady -> {}\n                State_ManyNotReady ->\n                    if (nextIterator!!.hasNext()) {\n                        state = State_ManyReady\n                        return true\n                    } else {\n                        nextIterator = null\n                    }\n                State_Done -> return false\n                State_Ready, State_ManyReady -> return true\n                else -> throw exceptionalState()\n            }\n\n            state = State_Failed\n            val step = nextStep!!\n            nextStep = null\n            step.resume(Unit)\n        }\n    }\n\n    override fun next(): T {\n        when (state) {\n            State_NotReady, State_ManyNotReady -> return nextNotReady()\n            State_ManyReady -> {\n                state = State_ManyNotReady\n                return nextIterator!!.next()\n            }\n            State_Ready -> {\n                state = State_NotReady\n                @Suppress(\"UNCHECKED_CAST\")\n                val result = nextValue as T\n                nextValue = null\n                return result\n            }\n            else -> throw exceptionalState()\n        }\n    }\n\n    private fun nextNotReady(): T {\n        if (!hasNext()) throw NoSuchElementException() else return next()\n    }\n\n    private fun exceptionalState(): Throwable = when (state) {\n        State_Done -> NoSuchElementException()\n        State_Failed -> IllegalStateException(\"Iterator has failed.\")\n        else -> IllegalStateException(\"Unexpected state of the iterator: $state\")\n    }\n\n\n    override suspend fun yield(value: T) {\n        nextValue = value\n        state = State_Ready\n        return suspendCoroutineUninterceptedOrReturn { c ->\n            nextStep = c\n            COROUTINE_SUSPENDED\n        }\n    }\n\n    override suspend fun yieldAll(iterator: Iterator<T>) {\n        if (!iterator.hasNext()) return\n        nextIterator = iterator\n        state = State_ManyReady\n        return suspendCoroutineUninterceptedOrReturn { c ->\n            nextStep = c\n            COROUTINE_SUSPENDED\n        }\n    }\n\n    // Completion continuation implementation\n    override fun resumeWith(result: Result<Unit>) {\n        result.getOrThrow() // just rethrow exception if it is there\n        state = State_Done\n    }\n\n    override val context: CoroutineContext\n        get() = EmptyCoroutineContext\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal fun checkWindowSizeStep(size: Int, step: Int) {\n    require(size > 0 && step > 0) {\n        if (size != step)\n            \"Both size $size and step $step must be greater than zero.\"\n        else\n            \"size $size must be greater than zero.\"\n    }\n}\n\ninternal fun <T> Sequence<T>.windowedSequence(size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Sequence<List<T>> {\n    checkWindowSizeStep(size, step)\n    return Sequence { windowedIterator(iterator(), size, step, partialWindows, reuseBuffer) }\n}\n\ninternal fun <T> windowedIterator(iterator: Iterator<T>, size: Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Iterator<List<T>> {\n    if (!iterator.hasNext()) return EmptyIterator\n    return iterator<List<T>> {\n        val bufferInitialCapacity = size.coerceAtMost(1024)\n        val gap = step - size\n        if (gap >= 0) {\n            var buffer = ArrayList<T>(bufferInitialCapacity)\n            var skip = 0\n            for (e in iterator) {\n                if (skip > 0) {
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skip -= 1; continue }\n buffer.add(e)\n if (buffer.size == size) {\n yield(buffer)\n if (reuseBuffer) buffer.clear() else buffer = ArrayList(size)\n skip = gap\n }\n }\n if (buffer.isNotEmpty()) {\n if (partialWindows || buffer.size == size) yield(buffer)\n }\n } else {\n var buffer = RingBuffer<T>(bufferInitialCapacity)\n for (e in iterator) {\n buffer.add(e)\n if (buffer.isFull()) {\n if (buffer.size < size) { buffer = buffer.expanded(maxCapacity = size); continue }\n\n yield(if (reuseBuffer) buffer else ArrayList(buffer))\n buffer.removeFirst(step)\n }\n }\n if (partialWindows) {\n while (buffer.size > step) {\n yield(if (reuseBuffer) buffer else ArrayList(buffer))\n buffer.removeFirst(step)\n }\n if (buffer.isNotEmpty()) yield(buffer)\n }\n }\n}\n\ninternal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {\n private var fromIndex: Int = 0\n private var _size: Int = 0\n\n fun move(fromIndex: Int, toIndex: Int) {\n checkRangeIndexes(fromIndex, toIndex, list.size)\n this.fromIndex = fromIndex\n this._size = toIndex - fromIndex\n }\n\n override fun get(index: Int): E {\n checkElementIndex(index, _size)\n\n return list[fromIndex + index]\n }\n\n override val size: Int get() = _size\n}\n\n\n/**\n * Provides ring buffer implementation.\n *\n * Buffer overflow is not allowed so [add] doesn't overwrite tail but raises an exception.\n */\nprivate class RingBuffer<T>(private val buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {\n init {\n require(filledSize >= 0) { \"ring buffer filled size should not be negative but it is $filledSize\" }\n require(filledSize <= buffer.size) { \"ring buffer filled size: $filledSize cannot be larger than the buffer size: ${buffer.size}\" }\n }\n\n constructor(capacity: Int) : this(arrayOfNulls<Any?>(capacity), 0)\n\n private val capacity = buffer.size\n private var startIndex: Int = 0\n\n override var size: Int = filledSize\n private set\n\n override fun get(index: Int): T {\n checkElementIndex(index, size)\n @Suppress(\"UNCHECKED_CAST\")\n return buffer[startIndex.forward(index)] as T\n }\n\n fun isFull() = size == capacity\n\n override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {\n private var count = size\n private var index = startIndex\n\n override fun computeNext() {\n if (count == 0) {\n done()\n } else {\n @Suppress(\"UNCHECKED_CAST\")\n setNext(buffer[index] as T)\n index = index.forward(1)\n count--\n }\n }\n }\n\n @Suppress(\"UNCHECKED_CAST\")\n override fun <T> toArray(array: Array<T>): Array<T> {\n val result: Array<T?> =\n if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>\n\n val size = this.size\n\n var widx = 0\n var idx = startIndex\n\n while (widx < size && idx < capacity) {\n result[widx] = buffer[idx] as T\n widx++\n idx++\n }\n\n idx = 0\n while (widx < size) {\n result[widx] = buffer[idx] as T\n widx++\n idx++\n }\n if (result.size > this.size) result[this.size] = null\n\n return result as Array<T>\n }\n\n override fun toArray(): Array<Any?> {\n return toArray(arrayOfNulls(size))\n }\n\n /**\n * Creates a new ring buffer with the capacity equal to the minimum of [maxCapacity] and 1.5 * [capacity].\n * The returned ring buffer contains the same elements as this ring buffer.\n */\n fun expanded(maxCapacity: Int): RingBuffer<T> {\n val newCapacity = (capacity + (capacity shr 1) + 1).coerceAtMost(maxCapacity)\n val newBuffer = if (startIndex == 0) buffer.copyOf(newCapacity) else toArray(arrayOfNulls(newCapacity))\n return RingBuffer(newBuffer, size)\n }\n\n /**\n * Add [element] to the buffer or fail with [IllegalStateException] if no free space available in the buffer\n */\n fun add(element: T) {\n if (isFull()) {\n throw IllegalStateException(\"ring buffer is full\")\n }\n\n buffer[startIndex.forward(size)] = element\n size++\n }\n\n /**\n * Removes [n] first elements from the buffer or fails with [IllegalArgumentException] if not enough elements in the buffer to remove\n */\n fun removeFirst(n: Int) {\n require(n >= 0) { \"n shouldn't be negative but it is $n\" }\n require(n <= size) { \"n shouldn't be greater than the buffer size: n = $n, size = $size\" }\n\n if (n > 0) {\n val start = startIndex\n val end = start.forward(n)\n\n if (start > end) {\n buffer.fill(null, start, capacity)\n buffer.fill(null, 0, end)\n } else {\n buffer.fill(null, start, end)\n }\n\n startIndex = end\n size -= n\n }\n }\n\n @Suppress(\"NOTHING_TO_INLINE\")\n private inline fun Int.forward(n: Int): Int = (this + n) % capacity\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that

can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n// UByteArray ==\n@ExperimentalUnsignedTypes\nprivate fun partition(\n array: UByteArray, left: Int, right: Int): Int {\n var i = left\n var j = right\n val pivot = array[(left + right) / 2]\n while (i <= j) {\n while (array[i] < pivot)\n i++\n while (array[j] > pivot)\n j--\n if (i <= j) {\n val tmp = array[i]\n array[i] = array[j]\n array[j] = tmp\n i++\n j--\n }\n }\n return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n array: UByteArray, left: Int, right: Int) {\n val index = partition(array, left, right)\n if (left < index - 1)\n quickSort(array, left, index - 1)\n if (index < right)\n quickSort(array, index, right)\n}\n\n// UShortArray ==\n@ExperimentalUnsignedTypes\nprivate fun partition(\n array: UShortArray, left: Int, right: Int): Int {\n var i = left\n var j = right\n val pivot = array[(left + right) / 2]\n while (i <= j) {\n while (array[i] < pivot)\n i++\n while (array[j] > pivot)\n j--\n if (i <= j) {\n val tmp = array[i]\n array[i] = array[j]\n array[j] = tmp\n i++\n j--\n }\n }\n return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n array: UShortArray, left: Int, right: Int) {\n val index = partition(array, left, right)\n if (left < index - 1)\n quickSort(array, left, index - 1)\n if (index < right)\n quickSort(array, index, right)\n}\n\n// UIntArray ==\n@ExperimentalUnsignedTypes\nprivate fun partition(\n array: UIntArray, left: Int, right: Int): Int {\n var i = left\n var j = right\n val pivot = array[(left + right) / 2]\n while (i <= j) {\n while (array[i] < pivot)\n i++\n while (array[j] > pivot)\n j--\n if (i <= j) {\n val tmp = array[i]\n array[i] = array[j]\n array[j] = tmp\n i++\n j--\n }\n }\n return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n array: UIntArray, left: Int, right: Int) {\n val index = partition(array, left, right)\n if (left < index - 1)\n quickSort(array, left, index - 1)\n if (index < right)\n quickSort(array, index, right)\n}\n\n// ULongArray ==\n@ExperimentalUnsignedTypes\nprivate fun partition(\n array: ULongArray, left: Int, right: Int): Int {\n var i = left\n var j = right\n val pivot = array[(left + right) / 2]\n while (i <= j) {\n while (array[i] < pivot)\n i++\n while (array[j] > pivot)\n j--\n if (i <= j) {\n val tmp = array[i]\n array[i] = array[j]\n array[j] = tmp\n i++\n j--\n }\n }\n return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun quickSort(\n array: ULongArray, left: Int, right: Int) {\n val index = partition(array, left, right)\n if (left < index - 1)\n quickSort(array, left, index - 1)\n if (index < right)\n quickSort(array, index, right)\n}\n\n\n// Interfaces ==\n\n/**\n * Sorts the given array using qsort algorithm.\n */\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UByteArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UShortArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: UIntArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)\n@ExperimentalUnsignedTypes\ninternal fun sortArray(array: ULongArray, fromIndex: Int, toIndex: Int) = quickSort(array, fromIndex, toIndex - 1)","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\n\n/**\n * Compares this object with the specified object for order. Returns zero if this object is equal\n * to the specified [other] object, a negative number if it's less than [other], or a positive number\n * if it's greater than [other].\n *\n * This function delegates to [Comparable.compareTo] and allows to call it in infix form.\n */\n@InlineOnly\n@SinceKotlin(\"1.6\")\npublic inline infix fun <T> Comparable<T>.compareTo(other: T): Int =\n this.compareTo(other)\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language

contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.contracts\n\nimport kotlin.internal.ContractsDsl\nimport kotlin.internal.InlineOnly\n\n/**\n * This marker distinguishes the experimental contract declaration API and is used to opt-in for that feature\n * when declaring contracts of user functions.\n *\n * Any usage of a declaration annotated with `@ExperimentalContracts` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalContracts::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.contracts.ExperimentalContracts`.\n */\n@Suppress(\"DEPRECATION\")\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.3\")\n@Experimental\n@RequiresOptIn\n@MustBeDocumented\npublic annotation class ExperimentalContracts\n\n/**\n * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc.,\n * can be used to describe the contract of a function.\n *\n * This type is used as a receiver type of the lambda function passed to the [contract] function.\n *\n * @see contract\n */\n@ContractsDsl\n@ExperimentalContracts\n@SinceKotlin(\"1.3\")\npublic interface ContractBuilder {\n   /**\n   * Describes a situation when a function returns normally, without any exceptions thrown.\n   *\n   * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n   *\n   */\n   // @sample samples.contracts.returnsContract\n   @ContractsDsl public fun returns(): Returns\n\n   /**\n   * Describes a situation when a function returns normally with the specified return [value].\n   *\n   * The possible values of [value] are limited to `true`, `false` or `null`.\n   *\n   * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n   *\n   */\n   // @sample samples.contracts.returnsTrueContract\n   // @sample samples.contracts.returnsFalseContract\n   // @sample samples.contracts.returnsNullContract\n   @ContractsDsl public fun returns(value: Any?): Returns\n\n   /**\n   * Describes a situation when a function returns normally with any value that is not `null`.\n   *\n   * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n   *\n   */\n   // @sample samples.contracts.returnsNotNullContract\n   @ContractsDsl public fun returnsNotNull(): ReturnsNotNull\n\n   /**\n   * Specifies that the function parameter [lambda] is invoked in place.\n   *\n   * This contract specifies that:\n   * 1. the function [lambda] can only be invoked during the call of the owner function,\n   * and it won't be invoked after that owner function call is completed;\n   * 2. _(optionally)_ the function [lambda] is invoked the amount of times specified by the [kind] parameter,\n   * see the [InvocationKind] enum for possible values.\n   *\n   * A function declaring the `callsInPlace` effect must be _inline_.\n   *\n   */\n   /* @sample samples.contracts.callsInPlaceAtMostOnceContract\n   * @sample samples.contracts.callsInPlaceAtLeastOnceContract\n   * @sample samples.contracts.callsInPlaceExactlyOnceContract\n   * @sample samples.contracts.callsInPlaceUnknownContract\n   */\n   @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace\n}\n\n/**\n * Specifies how many times a function invokes its function parameter in place.\n *\n * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.\n */\n@ContractsDsl\n@ExperimentalContracts\n@SinceKotlin(\"1.3\")\npublic enum class InvocationKind {\n   /**\n   * A function parameter will be invoked one time or not invoked at all.\n   */\n   // @sample samples.contracts.callsInPlaceAtMostOnceContract\n   @ContractsDsl AT_MOST_ONCE,\n\n   /**\n   * A function parameter will be invoked one or more times.\n   *\n   */\n   // @sample samples.contracts.callsInPlaceAtLeastOnceContract\n   @ContractsDsl AT_LEAST_ONCE,\n\n   /**\n   * A function parameter will be invoked exactly one time.\n   *\n   */\n   // @sample samples.contracts.callsInPlaceExactlyOnceContract\n   @ContractsDsl EXACTLY_ONCE,\n\n   /**\n   * A function parameter is called in place, but it's unknown how many times it can be called.\n   *\n   */\n   // @sample samples.contracts.callsInPlaceUnknownContract\n   @ContractsDsl UNKNOWN\n}\n\n/**\n * Specifies the contract of a function.\n *\n * The contract description must be at the beginning of a function and have at least one effect.\n *\n * Only the top-level functions can have a contract for now.\n *\n * @param builder the lambda where the contract of a function is described with the help of the [ContractBuilder] members.\n *\n */\n/* @sample

samples.contracts.returnsContract\n* @sample samples.contracts.returnsTrueContract\n* @sample samples.contracts.returnsFalseContract\n* @sample samples.contracts.returnsNullContract\n* @sample samples.contracts.returnsNotNullContract\n* @sample samples.contracts.callsInPlaceAtMostOnceContract\n* @sample samples.contracts.callsInPlaceAtLeastOnceContract\n* @sample samples.contracts.callsInPlaceExactlyOnceContract\n* @sample samples.contracts.callsInPlaceUnknownContract\n*/\n@ContractsDsl\n@ExperimentalContracts\n@InlineOnly\n@SinceKotlin(\"1.3\")\n@Suppress(\"UNUSED_PARAMETER\")\npublic inline fun contract(builder: ContractBuilder.() -> Unit) { }\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\n/**\n * Marks coroutine context element that intercepts coroutine continuations.\n * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and\n * intercepts all coroutine continuations with [interceptContinuation] invocations.\n *\n * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that\n * its implementation delegates [get][CoroutineContext.Element.get] and [minusKey][CoroutineContext.Element.minusKey]\n * to [getPolymorphicElement] and [minusPolymorphicKey] respectively.\n * [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either [ContinuationInterceptor.Key]\n * or subtype key if it extends [AbstractCoroutineContextKey].\n */\n@SinceKotlin(\"1.3\")\npublic interface ContinuationInterceptor : CoroutineContext.Element {\n   /**\n   * The key that defines *the* context interceptor.\n   */\n   companion object Key : CoroutineContext.Key<ContinuationInterceptor>\n\n   /**\n   * Returns continuation that wraps the original [continuation], thus intercepting all resumptions.\n   * This function is invoked by coroutines framework when needed and the resulting continuations are\n   * cached internally per each instance of the original [continuation].\n   *\n   * This function may simply return original [continuation] if it does not want to intercept this particular continuation.\n   *\n   * When the original [continuation] completes, coroutine framework invokes [releaseInterceptedContinuation]\n   * with the resulting continuation if it was intercepted, that is if `interceptContinuation` had previously\n   * returned a different continuation instance.\n   */\n   public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>\n\n   /**\n   * Invoked for the continuation instance returned by [interceptContinuation] when the original\n   * continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]\n   * had returned a different continuation instance from the one it was invoked with.\n   *\n   * Default implementation does nothing.\n   *\n   * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.\n   */\n   public fun releaseInterceptedContinuation(continuation: Continuation<*>) {\n   /* do nothing by default */\n   }\n\n   public override operator fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>): E? {\n   // getPolymorphicKey specialized for ContinuationInterceptor key\n   @OptIn(ExperimentalStdlibApi::class)\n   if (key is AbstractCoroutineContextKey<*, *>) {\n   @Suppress(\"UNCHECKED_CAST\")\n   return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n   }\n   @Suppress(\"UNCHECKED_CAST\")\n   return if (ContinuationInterceptor === key) this as E else null\n   }\n\n\n   public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {\n   // minusPolymorphicKey specialized for ContinuationInterceptor key\n   @OptIn(ExperimentalStdlibApi::class)\n   if (key is AbstractCoroutineContextKey<*, *>) {\n   return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this\n   }\n   return if (ContinuationInterceptor === key) EmptyCoroutineContext else this\n   }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\n/**\n * Persistent context for the coroutine. It is an indexed set of [Element] instances.\n * An indexed set is a mix between a set and a map.\n * Every element in this set has a unique [Key].\n */\n@SinceKotlin(\"1.3\")\npublic interface CoroutineContext {\n   /**\n   * Returns the element with the given [key] from this context or `null`.\n   */\n   public operator fun <E : Element> get(key: Key<E>): E?\n\n   /**\n   * Accumulates entries of this context

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starting with [initial] value and applying [operation]\n     * from left to right to current accumulator value and each element of this context.\n     */\n    public fun <R> fold(initial: R, operation: (R, Element) -> R): R\n\n    /**\n     * Returns a context containing elements from this context and elements from  other [context].\n     * The elements from this context with the same key as in the other one are dropped.\n     */\n    public operator fun plus(context: CoroutineContext): CoroutineContext =\n        if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation\n            context.fold(this) { acc, element ->\n                val removed = acc.minusKey(element.key)\n                if (removed === EmptyCoroutineContext) element else {\n                    // make sure interceptor is always last in the context (and thus is fast to get when present)\n                    val interceptor = removed[ContinuationInterceptor]\n                    if (interceptor == null) CombinedContext(removed, element) else {\n                        val left = removed.minusKey(ContinuationInterceptor)\n                        if (left === EmptyCoroutineContext) CombinedContext(element, interceptor) else\n                            CombinedContext(CombinedContext(left, element), interceptor)\n                    }\n                }\n            }\n\n    /**\n     * Returns a context containing elements from this context, but without an element with\n     * the specified [key].\n     */\n    public fun minusKey(key: Key<*>): CoroutineContext\n\n    /**\n     * Key for the elements of [CoroutineContext]. [E] is a type of element with this key.\n     */\n    public interface Key<E : Element>\n\n    /**\n     * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.\n     */\n    public interface Element : CoroutineContext {\n        /**\n         * A key of this coroutine context element.\n         */\n        public val key: Key<*>\n\n        public override operator fun <E : Element> get(key: Key<E>): E? =\n            @Suppress(\"UNCHECKED_CAST\")\n            if (this.key == key) this as E else null\n\n        public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n            operation(initial, this)\n\n        public override fun minusKey(key: Key<*>): CoroutineContext =\n            if (this.key == key) EmptyCoroutineContext else this\n    }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.coroutines\n\nimport kotlin.coroutines.CoroutineContext.Element\nimport kotlin.coroutines.CoroutineContext.Key\n\n/**\n * Base class for [CoroutineContext.Element] implementations.\n */\n@SinceKotlin(\"1.3\")\npublic abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element\n\n/**\n * Base class for [CoroutineContext.Key] associated with polymorphic [CoroutineContext.Element] implementation.\n * Polymorphic element implementation implies delegating its [get][Element.get] and [minusKey][Element.minusKey]\n * to [getPolymorphicElement] and [minusPolymorphicKey] respectively.\n *\n * Polymorphic elements can be extracted from the coroutine context using both element key and its supertype key.\n * Example of polymorphic elements:\n * ```\n * open class BaseElement : CoroutineContext.Element {\n *     companion object Key : CoroutineContext.Key<BaseElement>\n *     override val key: CoroutineContext.Key<*> get() = Key\n *     // It is important to use getPolymorphicKey and minusPolymorphicKey\n *     override fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>): E? = getPolymorphicElement(key)\n *     override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext = minusPolymorphicKey(key)\n * }\n *\n * class DerivedElement : BaseElement() {\n *     companion object Key : AbstractCoroutineContextKey<BaseElement, DerivedElement>(BaseElement, { it as? DerivedElement })\n * }\n * // Now it is possible to query both `BaseElement` and `DerivedElement`\n * someContext[BaseElement] // Returns BaseElement?, non-null both for BaseElement and DerivedElement instances\n * someContext[DerivedElement] // Returns DerivedElement?, non-null only for DerivedElement instance\n * ```\n * @param B base class of a polymorphic element\n * @param baseKey an instance of base key\n * @param E element type associated with the current key\n * @param safeCast a function that can safely cast abstract [CoroutineContext.Element] to the concrete [E] type\n *                 and return the element if it is a subtype of [E] or `null` otherwise.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalStdlibApi\npublic abstract class AbstractCoroutineContextKey<B : Element, E : B>(\n    baseKey: Key<B>,\n    private val safeCast: (element: Element) -> E?\n) : Key<E> {\n    private val topmostKey: Key<*> = if (baseKey is AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey\n\n    internal fun tryCast(element: Element): E? = safeCast(element)\n\n    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey
```

=== key\n}\n\n/**\n * Returns the current element if it is associated with the given [key] in a polymorphic manner or `null` otherwise.\n * This method returns non-null value if either [Element.key] is equal to the given [key] or if the [key] is associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n * See [AbstractCoroutineContextKey] for the example of usage.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalStdlibApi\npublic fun <E : Element> Element.getPolymorphicElement(key: Key<E>): E? {\n   if (key is AbstractCoroutineContextKey<*, *>) {\n   @Suppress(\"UNCHECKED_CAST\")\n   return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n   }\n   @Suppress(\"UNCHECKED_CAST\")\n   return if (this.key === key) this as E else null\n}\n\n/**\n * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner\n * or `null` otherwise.\n * This method returns empty context if either [Element.key] is equal to the given [key] or if the [key] is associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n * See [AbstractCoroutineContextKey] for the example of usage.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalStdlibApi\npublic fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {\n   if (key is AbstractCoroutineContextKey<*, *>) {\n   return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this\n   }\n   return if (this.key === key) EmptyCoroutineContext else this\n}\n\n/**\n * An empty coroutine context.\n */\n@SinceKotlin(\"1.3\")\npublic object EmptyCoroutineContext : CoroutineContext, Serializable {\n   private const val serialVersionUID: Long = 0\n   private fun readResolve(): Any = EmptyCoroutineContext\n\n   public override fun <E : Element> get(key: Key<E>): E? = null\n   public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial\n   public override fun plus(context: CoroutineContext): CoroutineContext = context\n   public override fun minusKey(key: Key<*>): CoroutineContext = this\n   public override fun hashCode(): Int = 0\n   public override fun toString(): String = \"EmptyCoroutineContext\"\n}\n\n//---------------------- internal impl ----------------------\n\n// this class is not exposed, but is hidden inside implementations\n// this is a left-biased list, so that `plus` works naturally\n@SinceKotlin(\"1.3\")\ninternal class CombinedContext(\n   private val left: CoroutineContext,\n   private val element: Element\n) : CoroutineContext, Serializable {\n\n   override fun <E : Element> get(key: Key<E>): E? {\n   var cur = this\n   while (true) {\n   cur.element[key]?.let { return it }\n   val next = cur.left\n   if (next is CombinedContext) {\n   cur = next\n   } else {\n   return next[key]\n   }\n   }\n   }\n\n   public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n   operation(left.fold(initial, operation), element)\n\n   public override fun minusKey(key: Key<*>): CoroutineContext {\n   element[key]?.let { return left }\n   val newLeft = left.minusKey(key)\n   return when {\n   newLeft === left -> this\n   newLeft === EmptyCoroutineContext -> element\n   else -> CombinedContext(newLeft, element)\n   }\n   }\n\n   private fun size(): Int {\n   var cur = this\n   var size = 2\n   while (true) {\n   cur = cur.left as? CombinedContext ?: return size\n   size++\n   }\n   }\n\n   private fun contains(element: Element): Boolean =\n   get(element.key) == element\n\n   private fun containsAll(context: CombinedContext): Boolean {\n   var cur = context\n   while (true) {\n   if (!contains(cur.element)) return false\n   val next = cur.left\n   if (next is CombinedContext) {\n   cur = next\n   } else {\n   return contains(next as Element)\n   }\n   }\n   }\n\n   override fun equals(other: Any?): Boolean =\n   this === other || other is CombinedContext && other.size() == size() && other.containsAll(this)\n\n   override fun hashCode(): Int = left.hashCode() + element.hashCode()\n\n   override fun toString(): String =\n   \"[\" + fold(\"\") { acc, element ->\n   if (acc.isEmpty()) element.toString() else \"$acc, $element\"\n   } + \"]\"\n\n   private fun writeReplace(): Any {\n   val n = size()\n   val elements = arrayOfNulls<CoroutineContext>(n)\n   var index = 0\n   fold(Unit) { _, element -> elements[index++] = element }\n   check(index == n)\n   @Suppress(\"UNCHECKED_CAST\")\n   return Serialized(elements as Array<CoroutineContext>)\n   }\n\n   private class Serialized(val elements: Array<CoroutineContext>) : Serializable {\n   companion object {\n   private const val serialVersionUID: Long = 0L\n   }\n\n   private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)\n   }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

/\n\n@file:kotlin.jvm.JvmName(\"IntrinsicsKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin.coroutines.intrinsics\n\nimport kotlin.contracts.\nimport kotlin.coroutines.*\nimport kotlin.internal.InlineOnly\n\n/**\n * Obtains the current continuation instance inside suspend functions and either suspends\n * currently running coroutine or returns result immediately without suspension.\n *\n * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will\n * not return any result immediately. In this case, the [Continuation] provided to the [block] shall be\n * resumed by invoking [Continuation.resumeWith] at some moment in the\n * future when the result becomes available to resume the computation.\n *\n * Otherwise, the return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.\n * It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.\n * As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked,\n * its proper return type remains on the conscience of the suspend function's author.\n *\n * Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the\n * [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n *\n * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously\n * in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current\n * continuation instance.\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\n@Suppress(\"UNUSED_PARAMETER\", \"RedundantSuspendModifier\")\npublic suspend inline fun <T> suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {\n   contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) }\n   throw NotImplementedError(\"Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic\")\n}\n\n/**\n * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that\n * the execution was suspended and will not return any result immediately.\n *\n * **Note: this value should not be used in general code.** Using it outside of the context of\n * `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited to,\n * storing this value in other properties, returning it from other functions, etc)\n * can lead to unspecified behavior of the code.\n */\n// It is implemented as property with getter to avoid ProGuard <clinit> problem with multifile IntrinsicsKt class\n@SinceKotlin(\"1.3\")\npublic val COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED\n\n// Using enum here ensures two important properties:\n// 1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums)\n// 2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from\n@SinceKotlin(\"1.3\")\n@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move\ninternal enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.experimental\n\n/** Performs a bitwise AND operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.and(other: Byte): Byte = (this.toInt() and other.toInt()).toByte()\n\n/** Performs a bitwise OR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.or(other: Byte): Byte = (this.toInt() or other.toInt()).toByte()\n\n/** Performs a bitwise XOR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.xor(other: Byte): Byte = (this.toInt() xor other.toInt()).toByte()\n\n/** Inverts the bits in this value. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.inv(): Byte = (this.toInt().inv()).toByte()\n\n\n/** Performs a bitwise AND operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()\n\n/** Performs a bitwise OR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.or(other: Short): Short =

(this.toInt() or other.toInt()).toShort()\n\n/** Performs a bitwise XOR operation between the two values. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()\n\n/** Inverts the bits in this value. */\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short = (this.toInt().inv()).toShort()\n\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.experimental\n\n/**\n * The experimental marker for type inference augmenting annotations.\n *\n * Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`.\n */\n@Suppress(\"DEPRECATION\")\n@Experimental(level = Experimental.Level.ERROR)\n@RequiresOptIn(level = RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@SinceKotlin(\"1.3\")\npublic annotation class ExperimentalTypeInference\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding type should be ignored during type inference.\n */\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class NoInfer\n\n/**\n * Specifies that the constraint built for the type during type inference should be an equality one.\n */\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class Exact\n\n/**\n * Specifies that a corresponding member has the lowest priority in overload resolution.\n */\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class LowPriorityInOverloadResolution\n\n/**\n * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that\n * an extension annotated with this annotation will win in overload resolution over a member with the same signature.\n */\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class HidesMembers\n\n/**\n * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).\n */\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class OnlyInputTypes\n\n/**\n * Specifies that this function should not be called directly without inlining\n */\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class InlineOnly\n\n/**\n * Specifies that this declaration can have dynamic receiver type.\n */\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class DynamicExtension\n\n/**\n * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property,\n * the backing field of which is accessible at the point where the corresponding argument is passed.\n */\n@Target(AnnotationTarget.VALUE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.2\")\ninternal annotation class AccessibleLateinitPropertyLiteral\n\n/**\n * Specifies that this declaration is only completely supported since the specified version.\n *\n * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.\n * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear\n * to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error\n * is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.\n *\n * [versionKind]

specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.\n * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to\n * treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports\n * [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].\n * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),\n * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement\n * on the language version.\n *\n * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.\n */\n@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR, AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention.SOURCE)\n@Repeatable\n@SinceKotlin(\"1.2\")\ninternal annotation class RequireKotlin(\n   val version: String,\n   val message: String = \"\",\n   val level: DeprecationLevel = DeprecationLevel.ERROR,\n   val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n   val errorCode: Int = -1)\n\n/**\n * The kind of the version that is required by [RequireKotlin].\n */\n@SinceKotlin(\"1.2\")\ninternal enum class RequireKotlinVersionKind {\n   LANGUAGE_VERSION,\n   COMPILER_VERSION,\n   API_VERSION,\n}\n\n/**\n * Specifies that this declaration is a part of special DSL, used for constructing function's contract.\n */\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin(\"1.2\")\ninternal annotation class ContractsDsl\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.reflect.KProperty\n\n/**\n * Standard property delegates.\n */\npublic object Delegates {\n   /**\n   * Returns a property delegate for a read/write property with a non-`null` value that is initialized not during\n   * object construction time but at a later time. Trying to read the property before the initial value has been\n   * assigned results in an exception.\n   *\n   * @sample samples.properties.Delegates.notNullDelegate\n   */\n   public fun <T : Any> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()\n\n   /**\n   * Returns a property delegate for a read/write property that calls a specified callback function when changed.\n   * @param initialValue the initial value of the property.\n   * @param onChange the callback which is called after the change of the property is made. The value of the property\n   * has already been changed when this callback is invoked.\n   *\n   * @sample samples.properties.Delegates.observableDelegate\n   */\n   public inline fun <T> observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):\n   ReadWriteProperty<Any?, T> =\n   object : ObservableProperty<T>(initialValue) {\n   override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property, oldValue, newValue)\n   }\n\n   /**\n   * Returns a property delegate for a read/write property that calls a specified callback function when changed,\n   * allowing the callback to veto the modification.\n   * @param initialValue the initial value of the property.\n   * @param onChange the callback which is called before a change to the property value is attempted.\n   * The value of the property hasn't been changed yet, when this callback is invoked.\n   * If the callback returns `true` the value of the property is being set to the new value,\n   * and if the callback returns `false` the new value is discarded and the property remains its old value.\n   *\n   * @sample samples.properties.Delegates.vetoableDelegate\n   * @sample samples.properties.Delegates.throwVetoableDelegate\n   */\n   public inline fun <T> vetoable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Boolean):\n   ReadWriteProperty<Any?, T> =\n   object : ObservableProperty<T>(initialValue) {\n   override fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = onChange(property, oldValue, newValue)\n   }\n\n}\n\n\nprivate class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {\n   private var value: T? = null\n\n   public override fun getValue(thisRef: Any?, property: KProperty<*>): T {\n   return value ?: throw IllegalStateException(\"Property ${property.name} should be initialized before get.\")\n   }\n\n   public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {\n   this.value = value\n

}\n}\n\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.reflect.KProperty\n\n/**\n * Base interface that can be used for implementing property delegates of read-only properties.\n *\n * This is provided only for convenience; you don't have to extend this interface\n * as long as your property delegate has methods with the same signatures.\n *\n * @param T the type of object which owns the delegated property.\n * @param V the type of the property value.\n */\npublic fun interface ReadOnlyProperty<in T, out V> {\n   /**\n   * Returns the value of the property for the given object.\n   * @param thisRef the object for which the value is requested.\n   * @param property the metadata for the property.\n   * @return the property value.\n   */\n   public operator fun getValue(thisRef: T, property: KProperty<*>): V\n}\n\n/**\n * Base interface that can be used for implementing property delegates of read-write properties.\n *\n * This is provided only for convenience; you don't have to extend this interface\n * as long as your property delegate has methods with the same signatures.\n *\n * @param T the type of object which owns the delegated property.\n * @param V the type of the property value.\n */\npublic interface ReadWriteProperty<in T, V> : ReadOnlyProperty<T, V> {\n   /**\n   * Returns the value of the property for the given object.\n   * @param thisRef the object for which the value is requested.\n   * @param property the metadata for the property.\n   * @return the property value.\n   */\n   public override operator fun getValue(thisRef: T, property: KProperty<*>): V\n\n   /**\n   * Sets the value of the property for the given object.\n   * @param thisRef the object for which the value is requested.\n   * @param property the metadata for the property.\n   * @param value the value to set.\n   */\n   public operator fun setValue(thisRef: T, property: KProperty<*>, value: V)\n}\n\n/**\n * Base interface that can be used for implementing property delegate providers.\n *\n * This is provided only for convenience; you don't have to extend this interface\n * as long as your delegate provider has a method with the same signature.\n *\n * @param T the type of object which owns the delegated property.\n * @param D the type of property delegates this provider provides.\n */\n@SinceKotlin(\"1.4\")\npublic fun interface PropertyDelegateProvider<in T, out D> {\n   /**\n   * Returns the delegate of the property for the given object.\n   *\n   * This function can be used to extend the logic of creating the object (e.g. perform validation checks)\n   * to which the property implementation is delegated.\n   *\n   * @param thisRef the object for which property delegate is requested.\n   * @param property the metadata for the property.\n   * @return the property delegate.\n   */\n   public operator fun provideDelegate(thisRef: T, property: KProperty<*>): D\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.reflect.KProperty\n\n/**\n * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.\n * @param initialValue the initial value of the property.\n */\npublic abstract class ObservableProperty<V>(initialValue: V) : ReadWriteProperty<Any?, V> {\n   private var value = initialValue\n\n   /**\n   * The callback which is called before a change to the property value is attempted.\n   * The value of the property hasn't been changed yet, when this callback is invoked.\n   * If the callback returns `true` the value of the property is being set to the new value,\n   * and if the callback returns `false` the new value is discarded and the property remains its old value.\n   */\n   protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true\n\n   /**\n   * The callback which is called after the change of the property is made. The value of the property\n   * has already been changed when this callback is invoked.\n   */\n   protected open fun afterChange(property: KProperty<*>, oldValue: V, newValue: V): Unit {}\n\n   public override fun getValue(thisRef: Any?, property: KProperty<*>): V {\n   return value\n   }\n\n   public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n   val oldValue = this.value\n   if (!beforeChange(property, oldValue, value)) {\n   return\n   }\n   this.value = value\n   afterChange(property, oldValue, value)\n   }\n}","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:Suppress(\"PackageDirectoryMismatch\")\npackage kotlin\n\nimport kotlin.reflect.*\n\n/**\n * An extension operator that allows delegating a read-only property of type

[V]\n * to a property reference to a property of type [V] or its subtype.\n *\n * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.\n * The reference is without a receiver, i.e. it either references a top-level property or\n * has the receiver bound to it.\n *\n * Example:\n *\n * ```\n * class Login(val username: String)\n * val defaultLogin = Login(\"Admin\")\n * val defaultUsername by defaultLogin::username\n * // equivalent to\n * val defaultUserName get() = defaultLogin.username\n * ```\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V> KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {\n return get()\n}\n\n/**\n * An extension operator that allows delegating a mutable property of type [V]\n * to a property reference to a mutable property of the same type [V].\n *\n * @receiver A property reference to a mutable property of type [V].\n * The reference is without a receiver, i.e. it either references a top-level property or\n * has the receiver bound to it.\n *\n * Example:\n *\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int = 0)\n * val defaultLogin = Login(\"Admin\")\n * var defaultLoginAttempts by defaultLogin::incorrectAttemptCounter\n * // equivalent to\n * var defaultLoginAttempts: Int\n *   get() = defaultLogin.incorrectAttemptCounter\n *   set(value) { defaultLogin.incorrectAttemptCounter = value }\n * ```\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V> KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n set(value)\n}\n\n/**\n * An extension operator that allows delegating a read-only member or extension property of type [V]\n * to a property reference to a member or extension property of type [V] or its subtype.\n *\n * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.\n * The reference has an unbound receiver of type [T].\n *\n * Example:\n *\n * ```\n * class Login(val username: String)\n * val Login.user by Login::username\n * // equivalent to\n * val Login.user get() = this.username\n * ```\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KProperty1<T, V>.getValue(thisRef: T, property: KProperty<*>): V {\n return get(thisRef)\n}\n\n/**\n * An extension operator that allows delegating a mutable member or extension property of type [V]\n * to a property reference to a member or extension mutable property of the same type [V].\n *\n * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.\n * The reference has an unbound receiver of type [T].\n *\n * Example:\n *\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int)\n * var Login.attempts by Login::incorrectAttemptCounter\n * // equivalent to\n * var Login.attempts: Int\n *   get() = this.incorrectAttemptCounter\n *   set(value) { this.incorrectAttemptCounter = value }\n * ```\n */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KMutableProperty1<T, V>.setValue(thisRef: T, property: KProperty<*>, value: V) {\n set(thisRef, value)\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\nimport kotlin.math.nextDown\n\n/**\n * An abstract class that is implemented by random number generator algorithms.\n *\n * The companion object [Random.Default] is the default instance of [Random].\n *\n * To get a seeded instance of random generator use [Random] function.\n *\n * @sample samples.random.Randoms.defaultRandom\n */\n@SinceKotlin(\"1.3\")\npublic abstract class Random {\n\n   /**\n   * Gets the next random [bitCount] number of bits.\n   *\n   * Generates an `Int` whose lower [bitCount] bits are filled with random values and the remaining upper bits are zero.\n   *\n   * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.\n   *\n   * @sample samples.random.Randoms.nextBits\n   */\n   public abstract fun nextBits(bitCount: Int): Int\n\n   /**\n   * Gets the next random `Int` from the random number generator.\n   *\n   * Generates an `Int` random value uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE` (inclusive).\n   *\n   * @sample samples.random.Randoms.nextInt\n   */\n   public open fun nextInt(): Int = nextBits(32)\n\n   /**\n   * Gets the next random non-negative `Int` from the random number generator less than the specified [until] bound.\n   *\n   * Generates an `Int` random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n   *\n   * @param until must be positive.\n   *\n   * @throws IllegalArgumentException if [until] is negative or zero.\n   *\n   * @sample samples.random.Randoms.nextIntFromUntil\n   */\n   public open fun nextInt(until: Int): Int = nextInt(0, until)\n\n

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/**\n     * Gets the next random `Int` from the random number generator in the specified range.\n     *\n     * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n     *\n     * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n     *\n     * @sample samples.random.Randoms.nextIntFromUntil\n     */\n    public open fun nextInt(from: Int, until: Int): Int {\n        checkRangeBounds(from, until)\n        val n = until - from\n        if (n > 0 || n == Int.MIN_VALUE) {\n            val rnd = if (n and -n == n) {\n                val bitCount = fastLog2(n)\n                nextBits(bitCount)\n            } else {\n                var v: Int\n                do {\n                    val bits = nextInt().ushr(1)\n                    v = bits % n\n                } while (bits - v + (n - 1) < 0)\n                v\n            }\n            return from + rnd\n        } else {\n            while (true) {\n                val rnd = nextInt()\n                if (rnd in from until until) return rnd\n            }\n        }\n    }\n\n    /**\n     * Gets the next random `Long` from the random number generator.\n     *\n     * Generates a `Long` random value uniformly distributed between `Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive).\n     *\n     * @sample samples.random.Randoms.nextLong\n     */\n    public open fun nextLong(): Long = nextInt().toLong().shl(32) + nextInt()\n\n    /**\n     * Gets the next random non-negative `Long` from the random number generator less than the specified [until] bound.\n     *\n     * Generates a `Long` random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n     *\n     * @param until must be positive.\n     *\n     * @throws IllegalArgumentException if [until] is negative or zero.\n     *\n     * @sample samples.random.Randoms.nextLongFromUntil\n     */\n    public open fun nextLong(until: Long): Long = nextLong(0, until)\n\n    /**\n     * Gets the next random `Long` from the random number generator in the specified range.\n     *\n     * Generates a `Long` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n     *\n     * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n     *\n     * @sample samples.random.Randoms.nextLongFromUntil\n     */\n    public open fun nextLong(from: Long, until: Long): Long {\n        checkRangeBounds(from, until)\n        val n = until - from\n        if (n > 0) {\n            val rnd: Long\n            if (n and -n == n) {\n                val nLow = n.toInt()\n                val nHigh = (n ushr 32).toInt()\n                rnd = when {\n                    nLow != 0 -> {\n                        val bitCount = fastLog2(nLow)\n                        // toUInt().toLong()\n                        nextBits(bitCount).toLong() and 0xFFFF_FFFF\n                    }\n                    nHigh == 1 ->\n                        // toUInt().toLong()\n                        nextInt().toLong() and 0xFFFF_FFFF\n                    else -> {\n                        val bitCount = fastLog2(nHigh)\n                        nextBits(bitCount).toLong().shl(32) + (nextInt().toLong() and 0xFFFF_FFFF)\n                    }\n                }\n            } else {\n                var v: Long\n                do {\n                    val bits = nextLong().ushr(1)\n                    v = bits % n\n                } while (bits - v + (n - 1) < 0)\n                rnd = v\n            }\n            return from + rnd\n        } else {\n            while (true) {\n                val rnd = nextLong()\n                if (rnd in from until until) return rnd\n            }\n        }\n    }\n\n    /**\n     * Gets the next random [Boolean] value.\n     *\n     * @sample samples.random.Randoms.nextBoolean\n     */\n    public open fun nextBoolean(): Boolean = nextBits(1) != 0\n\n    /**\n     * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).\n     *\n     * @sample samples.random.Randoms.nextDouble\n     */\n    public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))\n\n    /**\n     * Gets the next random non-negative `Double` from the random number generator less than the specified [until] bound.\n     *\n     * Generates a `Double` random value uniformly distributed between 0 (inclusive) and [until] (exclusive).\n     *\n     * @throws IllegalArgumentException if [until] is negative or zero.\n     *\n     * @sample samples.random.Randoms.nextDoubleFromUntil\n     */\n    public open fun nextDouble(until: Double): Double = nextDouble(0.0, until)\n\n    /**\n     * Gets the next random `Double` from the random number generator in the specified range.\n     *\n     * Generates a `Double` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n     *\n     * [from] and [until] must be finite otherwise the behavior is unspecified.\n     *\n     * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n     *\n     * @sample samples.random.Randoms.nextDoubleFromUntil\n     */\n    public open fun nextDouble(from: Double, until: Double): Double {\n        checkRangeBounds(from, until)\n        val size = until - from\n        val r = if (size.isInfinite() && from.isFinite() && until.isFinite()) {\n            val r1 = nextDouble() * (until / 2 - from / 2)\n            from + r1 + r1\n        } else {\n            from + nextDouble() * size\n        }\n        return if (r >= until) until.nextDown() else r\n    }\n\n    /**\n     * Gets the next random [Float] value
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uniformly distributed between 0 (inclusive) and 1 (exclusive).\n *\n * @sample samples.random.Randoms.nextFloat\n */\n public open fun nextFloat(): Float = nextBits(24) / (1 shl 24).toFloat()\n\n /**\n * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive\n * with random bytes.\n *\n * @return [array] with the subrange filled with random bytes.\n *\n * @sample samples.random.Randoms.nextBytes\n */\n public open fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {\n require(fromIndex in 0..array.size && toIndex in 0..array.size) { \"fromIndex ($fromIndex) or toIndex ($toIndex) are out of range: 0..${array.size}.\" }\n require(fromIndex <= toIndex) { \"fromIndex ($fromIndex) must be not greater than toIndex ($toIndex).\" }\n\n val steps = (toIndex - fromIndex) / 4\n\n var position = fromIndex\n repeat(steps) {\n val v = nextInt()\n array[position] = v.toByte()\n array[position + 1] = v.ushr(8).toByte()\n array[position + 2] = v.ushr(16).toByte()\n array[position + 3] = v.ushr(24).toByte()\n position += 4\n }\n\n val remainder = toIndex - position\n val vr = nextBits(remainder * 8)\n for (i in 0 until remainder) {\n array[position + i] = vr.ushr(i * 8).toByte()\n }\n\n return array\n }\n\n /**\n * Fills the specified byte [array] with random bytes and returns it.\n *\n * @return [array] filled with random bytes.\n *\n * @sample samples.random.Randoms.nextBytes\n */\n public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)\n\n /**\n * Creates a byte array of the specified [size], filled with random bytes.\n *\n * @sample samples.random.Randoms.nextBytes\n */\n public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))\n\n\n /**\n * The default random number generator.\n *\n * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.\n *\n * @sample samples.random.Randoms.defaultRandom\n */\n companion object Default : Random(), Serializable {\n private val defaultRandom: Random = defaultPlatformRandom()\n\n private object Serialized : Serializable {\n private const val serialVersionUID = 0L\n\n private fun readResolve(): Any = Random\n }\n\n private fun writeReplace(): Any = Serialized\n\n override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)\n override fun nextInt(): Int = defaultRandom.nextInt()\n override fun nextInt(until: Int): Int = defaultRandom.nextInt(until)\n override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from, until)\n\n override fun nextLong(): Long = defaultRandom.nextLong()\n override fun nextLong(until: Long): Long = defaultRandom.nextLong(until)\n override fun nextLong(from: Long, until: Long): Long = defaultRandom.nextLong(from, until)\n\n override fun nextBoolean(): Boolean = defaultRandom.nextBoolean()\n\n override fun nextDouble(): Double = defaultRandom.nextDouble()\n override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)\n override fun nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)\n\n override fun nextFloat(): Float = defaultRandom.nextFloat()\n\n override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)\n override fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)\n override fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray =\n defaultRandom.nextBytes(array, fromIndex, toIndex)\n }\n}\n\n/**\n * Returns a repeatable random number generator seeded with the given [seed] `Int` value.\n *\n * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.\n *\n * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return\n * a sequence of values different from the current one for a given seed.\n *\n * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.\n *\n * @sample samples.random.Randoms.seededRandom\n */\n@SinceKotlin(\"1.3\")\npublic fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))\n\n/**\n * Returns a repeatable random number generator seeded with the given [seed] `Long` value.\n *\n * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.\n *\n * *Note:* Future versions of Kotlin may change the algorithm of this seeded number generator so that it will return\n * a sequence of values different from the current one for a given seed.\n *\n * On JVM the returned generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.\n *\n * @sample samples.random.Randoms.seededRandom\n

*/\n@SinceKotlin(\"1.3\")\npublic fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())\n\n\n/**\n * Gets the next random `Int` from the random number generator in the specified [range].\n *\n * Generates an `Int` random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n *\n * @throws IllegalArgumentException if [range] is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun Random.nextInt(range: IntRange): Int = when {\n range.isEmpty() -> throw IllegalArgumentException(\"Cannot get random in empty range: $range\")\n range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)\n range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1\n else -> nextInt()\n}\n\n/**\n * Gets the next random `Long` from the random number generator in the specified [range].\n *\n * Generates a `Long` random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n *\n * @throws IllegalArgumentException if [range] is empty.\n */\n@SinceKotlin(\"1.3\")\npublic fun Random.nextLong(range: LongRange): Long = when {\n range.isEmpty() -> throw IllegalArgumentException(\"Cannot get random in empty range: $range\")\n range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)\n range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1\n else -> nextLong()\n}\n\n\ninternal expect fun defaultPlatformRandom(): Random\ninternal expect fun doubleFromParts(hi26: Int, low27: Int): Double\n\ninternal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()\n\n/** Takes upper [bitCount] bits (0..32) from this number. */\ninternal fun Int.takeUpperBits(bitCount: Int): Int =\n this.ushr(32 - bitCount) and (-bitCount).shr(31)\n\ninternal fun checkRangeBounds(from: Int, until: Int) = require(until > from) { boundsErrorMessage(from, until) }\ninternal fun checkRangeBounds(from: Long, until: Long) = require(until > from) { boundsErrorMessage(from, until) }\ninternal fun checkRangeBounds(from: Double, until: Double) = require(until > from) { boundsErrorMessage(from, until) }\n\ninternal fun boundsErrorMessage(from: Any, until: Any) = \"Random range is empty: [$from, $until).\"\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\n\n/**\n * Gets the next random [UInt] from the random number generator.\n *\n * Generates a [UInt] random value uniformly distributed between [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextUInt(): UInt = nextInt().toUInt()\n\n/**\n * Gets the next random [UInt] from the random number generator less than the specified [until] bound.\n *\n * Generates a [UInt] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @throws IllegalArgumentException if [until] is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)\n\n/**\n * Gets the next random [UInt] from the random number generator in the specified range.\n *\n * Generates a [UInt] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextUInt(from: UInt, until: UInt): UInt {\n checkUIntRangeBounds(from, until)\n\n val signedFrom = from.toInt() xor Int.MIN_VALUE\n val signedUntil = until.toInt() xor Int.MIN_VALUE\n\n val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE\n return signedResult.toUInt()\n}\n\n/**\n * Gets the next random [UInt] from the random number generator in the specified [range].\n *\n * Generates a [UInt] random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n *\n * @throws IllegalArgumentException if [range] is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextUInt(range: UIntRange): UInt = when {\n range.isEmpty() -> throw IllegalArgumentException(\"Cannot get random in empty range: $range\")\n range.last < UInt.MAX_VALUE -> nextUInt(range.first, range.last + 1u)\n range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u\n else -> nextUInt()\n}\n\n/**\n * Gets the next random [ULong] from the random number generator.\n *\n * Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and

[ULong.MAX_VALUE] (inclusive).\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextULong(): ULong = nextLong().toULong()\n\n/**\n * Gets the next random [ULong] from the random number generator less than the specified [until] bound.\n *\n * Generates a [ULong] random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @throws IllegalArgumentException if [until] is zero.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)\n\n/**\n * Gets the next random [ULong] from the random number generator in the specified range.\n *\n * Generates a [ULong] random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextULong(from: ULong, until: ULong): ULong {\n   checkULongRangeBounds(from, until)\n\n   val signedFrom = from.toLong() xor Long.MIN_VALUE\n   val signedUntil = until.toLong() xor Long.MIN_VALUE\n\n   val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\n   return signedResult.toULong()\n}\n\n/**\n * Gets the next random [ULong] from the random number generator in the specified [range].\n *\n * Generates a [ULong] random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n *\n * @throws IllegalArgumentException if [range] is empty.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun Random.nextULong(range: ULongRange): ULong = when {\n   range.isEmpty() -> throw IllegalArgumentException(\"Cannot get random in empty range: $range\")\n   range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1u)\n   range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u, range.last) + 1u\n   else -> nextULong()\n}\n\n/**\n * Fills the specified unsigned byte [array] with random bytes and returns it.\n *\n * @return [array] filled with random bytes.\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array: UByteArray): UByteArray {\n   nextBytes(array.asByteArray())\n   return array\n}\n\n/**\n * Creates an unsigned byte array of the specified [size], filled with random bytes.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()\n\n/**\n * Fills a subrange of the specified `UByte` [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random UBytes.\n *\n * @return [array] with the subrange filled with random bytes.\n
/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n   nextBytes(array.asByteArray(), fromIndex, toIndex)\n   return array\n}\n\n\ninternal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until > from) { boundsErrorMessage(from, until) }\ninternal fun checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until) }\n","/\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\n/**\n * Random number generator, using Marsaglia's \"xorwow\" algorithm\n *\n * Cycles after 2^192 - 2^32 repetitions.\n *\n * For more details, see Marsaglia, George (July 2003). \"Xorshift RNGs\". Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14\n *\n * Available at https://www.jstatsoft.org/v08/i14/paper\n *\n */\ninternal class XorWowRandom internal constructor(\n   private var x: Int,\n   private var y: Int,\n   private var z: Int,\n   private var w: Int,\n   private var v: Int,\n   private var addend: Int\n) : Random(), Serializable {\n\n   internal constructor(seed1: Int, seed2: Int) :\n   this(seed1, seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))\n\n   init {\n   require((x or y or z or w or v) != 0) { \"Initial state must have at least one non-zero element.\" }\n\n   // some trivial seeds can produce several values with zeroes in upper bits, so we discard first 64\n   repeat(64) { nextInt() }\n   }\n\n   override fun nextInt(): Int {\n   // Equivalent to the xorxow algorithm\n   // From Marsaglia, G. 2003. Xorshift RNGs. J. Statis. Soft. 8, 14, p. 5\n   var t = x\n   t = t xor (t ushr 2)\n   x = y\n   y = z\n   z = w\n   val v0 = v\n   w = v0\n   t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)\n   v =

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t\n        addend += 362437\n        return t + addend\n    }\n\n    override fun nextBits(bitCount: Int): Int =\n        nextInt().takeUpperBits(bitCount)\n\n    private companion object {\n        private const val serialVersionUID: Long = 0L\n    }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"RangesKt\")\n\npackage kotlin.ranges\n\n/**\n * Represents a range of [Comparable] values.\n */\nprivate open class ComparableRange<T : Comparable<T>>(\n    override val start: T,\n    override val endInclusive: T\n) : ClosedRange<T> {\n\n    override fun equals(other: Any?): Boolean {\n        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||\n                start == other.start && endInclusive == other.endInclusive)\n    }\n\n    override fun hashCode(): Int {\n        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()\n    }\n\n    override fun toString(): String = \"$start..$endInclusive\"\n}\n\n/**\n * Creates a range from this [Comparable] value to the specified [that] value.\n *\n * This value needs to be smaller than or equal to [that] value, otherwise the returned range will be empty.\n * @sample samples.ranges.Ranges.rangeFromComparable\n */\npublic operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)\n\n\n/**\n * Represents a range of floating point numbers.\n * Extends [ClosedRange] interface providing custom operation [lessThanOrEquals] for comparing values of range domain type.\n *\n * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo] operators to\n * achieve IEEE-754 comparison order instead of total order of floating point numbers.\n */\n@SinceKotlin(\"1.1\")\npublic interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {\n    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)\n    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)\n\n    /**\n     * Compares two values of range domain type and returns true if first is less than or equal to second.\n     */\n    fun lessThanOrEquals(a: T, b: T): Boolean\n}\n\n\n/**\n * A closed range of values of type `Double`.\n *\n * Numbers are compared with the ends of this range according to IEEE-754.\n */\nprivate class ClosedDoubleRange(\n    start: Double,\n    endInclusive: Double\n) : ClosedFloatingPointRange<Double> {\n    private val _start = start\n    private val _endInclusive = endInclusive\n    override val start: Double get() = _start\n    override val endInclusive: Double get() = _endInclusive\n\n    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b\n\n    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive\n    override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n    override fun equals(other: Any?): Boolean {\n        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||\n                _start == other._start && _endInclusive == other._endInclusive)\n    }\n\n    override fun hashCode(): Int {\n        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n    }\n\n    override fun toString(): String = \"$_start..$_endInclusive\"\n}\n\n/**\n * Creates a range from this [Double] value to the specified [that] value.\n *\n * Numbers are compared with the ends of this range according to IEEE-754.\n * @sample samples.ranges.Ranges.rangeFromDouble\n */\n@SinceKotlin(\"1.1\")\npublic operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)\n\n\n/**\n * A closed range of values of type `Float`.\n *\n * Numbers are compared with the ends of this range according to IEEE-754.\n */\nprivate class ClosedFloatRange(\n    start: Float,\n    endInclusive: Float\n) : ClosedFloatingPointRange<Float> {\n    private val _start = start\n    private val _endInclusive = endInclusive\n    override val start: Float get() = _start\n    override val endInclusive: Float get() = _endInclusive\n\n    override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b\n\n    override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive\n    override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n    override fun equals(other: Any?): Boolean {\n        return other is ClosedFloatRange && (isEmpty() && other.isEmpty() ||\n                _start == other._start && _endInclusive == other._endInclusive)\n    }\n\n    override fun hashCode(): Int {\n        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n    }\n\n    override fun toString(): String = \"$_start..$_endInclusive\"\n}\n\n/**\n * Creates a range from this [Float] value to the specified [that] value.\n *\n * Numbers are compared with the ends of this range according to IEEE-754.\n * @sample samples.ranges.Ranges.rangeFromFloat\n */\n@SinceKotlin(\"1.1\")\npublic operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)\n\n\n/**\n * Returns
```

`true` if this iterable range contains the specified [element].\n *\n * Always returns `false` if the [element] is `null`.\n */\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, R> R.contains(element: T?): Boolean where T : Any, R : Iterable<T>, R : ClosedRange<T> =\n   element != null && contains(element)\n\n\ninternal fun checkStepIsPositive(isPositive: Boolean, step: Number) {\n   if (!isPositive) throw IllegalArgumentException(\"Step must be positive, was: $step.\")\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"KClasses\")\n@file:Suppress(\"UNCHECKED_CAST\")\n\npackage kotlin.reflect\n\nimport kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Casts the given [value] to the class represented by this [KClass] object.\n * Throws an exception if the value is `null` or if it is not an instance of this class.\n *\n * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.\n *\n * @see [KClass.isInstance]\n * @see [KClass.safeCast]\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@LowPriorityInOverloadResolution\nfun <T : Any> KClass<T>.cast(value: Any?): T {\n   if (!isInstance(value)) throw ClassCastException(\"Value cannot be cast to $qualifiedOrSimpleName\")\n   return value as T\n}\n\n// TODO: replace with qualifiedName when it is fully supported in K/JS\ninternal expect val KClass<*>.qualifiedOrSimpleName: String?\n\n/**\n * Casts the given [value] to the class represented by this [KClass] object.\n * Returns `null` if the value is `null` or if it is not an instance of this class.\n *\n * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.\n *\n * @see [KClass.isInstance]\n * @see [KClass.cast]\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@LowPriorityInOverloadResolution\nfun <T : Any> KClass<T>.safeCast(value: Any?): T? {\n   return if (isInstance(value)) value as T else null\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\nimport kotlin.jvm.JvmField\nimport kotlin.jvm.JvmStatic\n\n\n\n/**\n * Represents a type projection. Type projection is usually the argument to another type in a type usage.\n * For example, in the type `Array<out Number>`, `out Number` is the covariant projection of the type represented by the class `Number`.\n *\n * Type projection is either the star projection, or an entity consisting of a specific type plus optional variance.\n *\n * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections)\n * for more information.\n */\n@SinceKotlin(\"1.1\")\npublic data class KTypeProjection constructor(\n   /**\n   * The use-site variance specified in the projection, or `null` if this is a star projection.\n   */\n   public val variance: KVariance?,\n   /**\n   * The type specified in the projection, or `null` if this is a star projection.\n   */\n   public val type: KType?\n) {\n\n   init {\n   require((variance == null) == (type == null)) {\n   if (variance == null)\n   \"Star projection must have no type specified.\"\n   else\n   \"The projection variance $variance requires type to be specified.\"\n   }\n   }\n\n   override fun toString(): String = when (variance) {\n   null -> \"*\"\n   KVariance.INVARIANT -> type.toString()\n   KVariance.IN -> \"in $type\"\n   KVariance.OUT -> \"out $type\"\n   }\n\n   public companion object {\n   // provided for compiler access\n   @JvmField\n   @PublishedApi\n   internal val star: KTypeProjection = KTypeProjection(null, null)\n\n   /**\n   * Star projection, denoted by the `*` character.\n   * For example, in the type `KClass<*>`, `*` is the star projection.\n   * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections)\n   * for more information.\n   */\n   public val STAR: KTypeProjection get() = star\n\n   /**\n   * Creates an invariant projection of a given type. Invariant projection is just the type itself,\n   * without any use-site variance modifiers applied to it.\n   * For example, in the type `Set<String>`, `String` is an invariant projection of the type represented by the class `String`.\n   */\n   @JvmStatic\n   public fun invariant(type: KType): KTypeProjection =\n   KTypeProjection(KVariance.INVARIANT, type)\n\n   /**\n   * Creates a contravariant projection of a given type, denoted by the `in` modifier applied to a type.\n   * For example, in the type `MutableList<in Number>`, `in Number` is a contravariant projection of the type of class `Number`.\n   */\n   @JvmStatic\n   public fun contravariant(type: KType): KTypeProjection =\n

KTypeProjection(KVariance.IN, type)\n\n /**\n * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.\n * For example, in the type `Array<out Number>`, `out Number` is a covariant projection of the type of class `Number`.\n */\n @JvmStatic\n public fun covariant(type: KType): KTypeProjection =\n KTypeProjection(KVariance.OUT, type)\n }\n}","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\n/**\n * Represents variance applied to a type parameter on the declaration site (*declaration-site variance*),\n * or to a type in a projection (*use-site variance*).\n *\n * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance)\n * for more information.\n *\n * @see [KTypeParameter.variance]\n * @see [KTypeProjection]\n */\n@SinceKotlin(\"1.1\")\nenum class KVariance {\n /**\n * The affected type parameter or type is *invariant*, which means it has no variance applied to it.\n */\n INVARIANT,\n\n /**\n * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.\n */\n IN,\n\n /**\n * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.\n */\n OUT,\n}","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect\n\n/**\n * Returns a runtime representation of the given reified type [T] as an instance of [KType].\n *\n * Note that on JVM, the created type has no annotations ([KType.annotations] returns an empty list)\n * even if the type in the source code is annotated. Support for type annotations might be added in a future version.\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <reified T> typeOf(): KType =\n throw UnsupportedOperationException(\"This function is implemented as an intrinsic on all supported platforms.\")\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n/**\n * An object to which char sequences and values can be appended.\n */\nexpect interface Appendable {\n /**\n * Appends the specified character [value] to this Appendable and returns this instance.\n *\n * @param value the character to append.\n */\n fun append(value: Char): Appendable\n\n /**\n * Appends the specified character sequence [value] to this Appendable and returns this instance.\n *\n * @param value the character sequence to append. If [value] is `null`, then the four characters `\"null\"` are appended to this Appendable.\n */\n fun append(value: CharSequence?): Appendable\n\n /**\n * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.\n *\n * @param value the character sequence from which a subsequence is appended. If [value] is `null`,\n * then characters are appended as if [value] contained the four characters `\"null\"`.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n */\n fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable\n}\n\n/**\n * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.\n *\n * @param value the character sequence from which a subsequence is appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T : Appendable> T.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): T {\n @Suppress(\"UNCHECKED_CAST\")\n return append(value, startIndex, endIndex) as T\n}\n\n/**\n * Appends all arguments to the given [Appendable].\n */\npublic fun <T : Appendable> T.append(vararg value: CharSequence?): T {\n for (item in value)\n append(item)\n return this\n}\n\n/** Appends a line feed

character (`\\n`) to this Appendable. */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun Appendable.appendLine(): Appendable = append('\\n')\n\n/** Appends value to the given Appendable and a line feed character (`\\n`) after it. */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine()\n\n/** Appends value to the given Appendable and a line feed character (`\\n`) after it. */\n@SinceKotlin(\"1.4\")\n@kotlin.internal.InlineOnly\npublic inline fun Appendable.appendLine(value: Char): Appendable = append(value).appendLine()\n\n\ninternal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {\n when {\n transform != null -> append(transform(element))\n element is CharSequence? -> append(element)\n element is Char -> append(element)\n else -> append(element.toString())\n }\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage kotlin.text\n\n/**\n * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes\n * the first and the last lines if they are blank (notice difference blank vs empty).\n *\n * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.\n *\n * Doesn't preserve the original line endings.\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).\n *\n * @sample samples.text.Strings.trimMargin\n * @see trimIndent\n * @see kotlin.text.isWhitespace\n */\npublic fun String.trimMargin(marginPrefix: String = \"|\"): String =\n replaceIndentByMargin(\"\", marginPrefix)\n\n/**\n * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).\n */\npublic fun String.replaceIndentByMargin(newIndent: String = \"\", marginPrefix: String = \"|\"): String {\n require(marginPrefix.isNotBlank()) { \"marginPrefix must be non-blank string.\" }\n val lines = lines()\n\n return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->\n val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace() }\n\n when {\n firstNonWhitespaceIndex == -1 -> null\n line.startsWith(marginPrefix, firstNonWhitespaceIndex) -> line.substring(firstNonWhitespaceIndex + marginPrefix.length)\n else -> null\n }\n })\n}\n\n/**\n * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last\n * lines if they are blank (notice difference blank vs empty).\n *\n * Note that blank lines do not affect the detected indent level.\n *\n * In case if there are non-blank lines with no leading whitespace characters (no indent at all) then the\n * common indent is 0, and therefore this function doesn't change the indentation.\n *\n * Doesn't preserve the original line endings.\n *\n * @sample samples.text.Strings.trimIndent\n * @see trimMargin\n * @see kotlin.text.isBlank\n */\npublic fun String.trimIndent(): String = replaceIndent(\"\")\n\n/**\n * Detects a common minimal indent like it does [trimIndent] and replaces it with the specified [newIndent].\n */\npublic fun String.replaceIndent(newIndent: String = \"\"): String {\n val lines = lines()\n\n val minCommonIndent = lines\n .filter(String::isNotBlank)\n .map(String::indentWidth)\n .minOrNull() ?: 0\n\n return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })\n}\n\n/**\n * Prepends [indent] to every line of the original string.\n *\n * Doesn't preserve the original line endings.\n */\npublic fun String.prependIndent(indent: String = \" \"): String =\n lineSequence()\n .map {\n when {\n it.isBlank() -> {\n when {\n it.length < indent.length -> indent\n else -> it\n }\n }\n else -> indent + it\n }\n }\n .joinToString(\"\\n\")\n\nprivate fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }\n\nprivate fun getIndentFunction(indent: String) = when {\n indent.isEmpty() -> { line: String -> line }\n else -> { line: String -> indent + line }\n}\n\nprivate inline fun List<String>.reindent(\n resultSizeEstimate: Int,\n indentAddFunction: (String) -> String,\n indentCutFunction: (String) -> String?\n): String {\n val lastIndex = lastIndex\n return mapIndexedNotNull { index, value ->\n if ((index == 0 || index == lastIndex) && value.isBlank())\n null\n else\n indentCutFunction(value)?.let(indentAddFunction) ?: value\n }\n

.joinTo(StringBuilder(resultSizeEstimate), \"\\n\")\n .toString()\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * Defines names for Unicode symbols used in proper Typography.\n */\npublic object Typography {\n /** The character " \u2013 quotation mark */\n public const val quote: Char = '\\u0022'\n /** The character $ \u2013 dollar sign */\n public const val dollar: Char = '\\u0024'\n /** The character & \u2013 ampersand */\n public const val amp: Char = '\\u0026'\n /** The character < \u2013 less-than sign */\n public const val less: Char = '\\u003C'\n /** The character > \u2013 greater-than sign */\n public const val greater: Char = '\\u003E'\n /** The non-breaking space character */\n public const val nbsp: Char = '\\u00A0'\n /** The character × */\n public const val times: Char = '\\u00D7'\n /** The character ¢ */\n public const val cent: Char = '\\u00A2'\n /** The character £ */\n public const val pound: Char = '\\u00A3'\n /** The character § */\n public const val section: Char = '\\u00A7'\n /** The character © */\n public const val copyright: Char = '\\u00A9'\n /** The character « */\n @SinceKotlin(\"1.6\")\n public const val leftGuillemet: Char = '\\u00AB'\n /** The character » */\n @SinceKotlin(\"1.6\")\n public const val rightGuillemet: Char = '\\u00BB'\n /** The character ® */\n public const val registered: Char = '\\u00AE'\n /** The character ° */\n public const val degree: Char = '\\u00B0'\n /** The character ± */\n public const val plusMinus: Char = '\\u00B1'\n /** The character ¶ */\n public const val paragraph: Char = '\\u00B6'\n /** The character · */\n public const val middleDot: Char = '\\u00B7'\n /** The character ½ */\n public const val half: Char = '\\u00BD'\n /** The character – */\n public const val ndash: Char = '\\u2013'\n /** The character — */\n public const val mdash: Char = '\\u2014'\n /** The character ‘ */\n public const val leftSingleQuote: Char = '\\u2018'\n /** The character ’ */\n public const val rightSingleQuote: Char = '\\u2019'\n /** The character ‚ */\n public const val lowSingleQuote: Char = '\\u201A'\n /** The character “ */\n public const val leftDoubleQuote: Char = '\\u201C'\n /** The character ” */\n public const val rightDoubleQuote: Char = '\\u201D'\n /** The character „ */\n public const val lowDoubleQuote: Char = '\\u201E'\n /** The character † */\n public const val dagger: Char = '\\u2020'\n /** The character ‡ */\n public const val doubleDagger: Char = '\\u2021'\n /** The character • */\n public const val bullet: Char = '\\u2022'\n /** The character … */\n public const val ellipsis: Char = '\\u2026'\n /** The character ′ */\n public const val prime: Char = '\\u2032'\n /** The character ″ */\n public const val doublePrime: Char = '\\u2033'\n /** The character € */\n public const val euro: Char = '\\u20AC'\n /** The character ™ */\n public const val tm: Char = '\\u2122'\n /** The character ≈ */\n public const val almostEqual: Char = '\\u2248'\n /** The character ≠ */\n public const val notEqual: Char = '\\u2260'\n /** The character ≤ */\n public const val lessOrEqual: Char = '\\u2264'\n /** The character ≥ */\n public const val greaterOrEqual: Char = '\\u2265'\n\n /** The character « */\n @Deprecated(\"This constant has a typo in the name. Use leftGuillemet instead.\", ReplaceWith(\"Typography.leftGuillemet\"))\n @DeprecatedSinceKotlin(\"1.6\")\n public const val leftGuillemete: Char = '\\u00AB'\n\n /** The character » */\n @Deprecated(\"This constant has a typo in the name. Use rightGuillemet instead.\", ReplaceWith(\"Typography.rightGuillemet\"))\n @DeprecatedSinceKotlin(\"1.6\")\n public const val rightGuillemete: Char = '\\u00BB'\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/**\n * Represents a collection of captured groups in a single match of a regular expression.\n *\n * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n *\n * An element of the collection at the particular index can be `null`,\n * if the corresponding group in the regular expression is optional and\n * there was no match captured by that group.\n */\npublic interface MatchGroupCollection : Collection<MatchGroup?> {\n\n /** Returns a group with the specified [index].\n *\n * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.\n *\n * Groups are

indexed from 1 to the count of groups in the regular expression. A group with the index 0\n * corresponds to the entire match.\n */\n public operator fun get(index: Int): MatchGroup?\n}\n\n/**\n * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.\n */\n@SinceKotlin(\"1.1\")\npublic interface MatchNamedGroupCollection : MatchGroupCollection {\n /**\n * Returns a named group with the specified [name].\n * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.\n * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.\n * @throws UnsupportedOperationException if getting named groups isn't supported on the current platform.\n */\n public operator fun get(name: String): MatchGroup?\n}\n\n/**\n * Represents the results from a single regular expression match.\n */\npublic interface MatchResult {\n /** The range of indices in the original string where match was captured. */\n public val range: IntRange\n /** The substring from the input string captured by this match. */\n public val value: String\n /**\n * A collection of groups matched by the regular expression.\n *\n * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n */\n public val groups: MatchGroupCollection\n /**\n * A list of matched indexed group values.\n *\n * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.\n * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.\n *\n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding item in [groupValues] is an empty string.\n *\n * @sample samples.text.Regexps.matchDestructuringToGroupValues\n */\n public val groupValues: List<String>\n\n /**\n * An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.\n *\n * component1 corresponds to the value of the first group, component2 \u2014 of the second, and so on.\n *\n * @sample samples.text.Regexps.matchDestructuringToGroupValues\n */\n public val destructured: Destructured get() = Destructured(this)\n\n /** Returns a new [MatchResult] with the results for the next match, starting at the position\n * at which the last match ended (at the character after the last matched character).\n */\n public fun next(): MatchResult?\n\n /**\n * Provides components for destructuring assignment of group values.\n *\n * [component1] corresponds to the value of the first group, [component2] \u2014 of the second, and so on.\n *\n * If the group in the regular expression is optional and there were no match captured by that group,\n * corresponding component value is an empty string.\n *\n * @sample samples.text.Regexps.matchDestructuringToGroupValues\n */\n public class Destructured internal constructor(public val match: MatchResult) {\n @kotlin.internal.InlineOnly\n public operator inline fun component1(): String = match.groupValues[1]\n @kotlin.internal.InlineOnly\n public operator inline fun component2(): String = match.groupValues[2]\n @kotlin.internal.InlineOnly\n public operator inline fun component3(): String = match.groupValues[3]\n @kotlin.internal.InlineOnly\n public operator inline fun component4(): String = match.groupValues[4]\n @kotlin.internal.InlineOnly\n public operator inline fun component5(): String = match.groupValues[5]\n @kotlin.internal.InlineOnly\n public operator inline fun component6(): String = match.groupValues[6]\n @kotlin.internal.InlineOnly\n public operator inline fun component7(): String = match.groupValues[7]\n @kotlin.internal.InlineOnly\n public operator inline fun component8(): String = match.groupValues[8]\n @kotlin.internal.InlineOnly\n public operator inline fun component9(): String = match.groupValues[9]\n @kotlin.internal.InlineOnly\n public operator inline fun component10(): String = match.groupValues[10]\n\n /**\n * Returns destructured group values as a list of strings.\n * First value in the returned list corresponds to the value of the first group, and so on.\n *\n * @sample samples.text.Regexps.matchDestructuringToGroupValues\n */\n public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)\n }\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass()\n@file:kotlin.jvm.JvmName(\"DurationUnitKt\")\n\npackage kotlin.time\n\n\n/**\n * The list of possible time measurement units, in which a duration can be expressed.\n *\n *

The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24 [HOURS].\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\npublic expect enum class DurationUnit {\n /**\n * Time unit representing one nanosecond, which is 1/1000 of a microsecond.\n */\n NANOSECONDS,\n /**\n * Time unit representing one microsecond, which is 1/1000 of a millisecond.\n */\n MICROSECONDS,\n /**\n * Time unit representing one millisecond, which is 1/1000 of a second.\n */\n MILLISECONDS,\n /**\n * Time unit representing one second.\n */\n SECONDS,\n /**\n * Time unit representing one minute.\n */\n MINUTES,\n /**\n * Time unit representing one hour.\n */\n HOURS,\n /**\n * Time unit representing one day, which is always equal to 24 hours.\n */\n DAYS;\n}\n\n/** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */\n@SinceKotlin(\"1.3\")\ninternal expect fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double\n\n// overflown result is unspecified\n@SinceKotlin(\"1.5\")\ninternal expect fun convertDurationUnitOverflow(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit): Long\n\n// overflown result is coerced in the Long range boundaries\n@SinceKotlin(\"1.5\")\ninternal expect fun convertDurationUnit(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit): Long\n\n\n@SinceKotlin(\"1.3\")\n@Suppress(\"REDUNDANT_ELSE_IN_WHEN\")\ninternal fun DurationUnit.shortName(): String = when (this) {\n DurationUnit.NANOSECONDS -> \"ns\"\n DurationUnit.MICROSECONDS -> \"us\"\n DurationUnit.MILLISECONDS -> \"ms\"\n DurationUnit.SECONDS -> \"s\"\n DurationUnit.MINUTES -> \"m\"\n DurationUnit.HOURS -> \"h\"\n DurationUnit.DAYS -> \"d\"\n else -> error(\"Unknown unit: $this\")\n}\n\n@SinceKotlin(\"1.5\")\ninternal fun durationUnitByShortName(shortName: String): DurationUnit = when (shortName) {\n \"ns\" -> DurationUnit.NANOSECONDS\n \"us\" -> DurationUnit.MICROSECONDS\n \"ms\" -> DurationUnit.MILLISECONDS\n \"s\" -> DurationUnit.SECONDS\n \"m\" -> DurationUnit.MINUTES\n \"h\" -> DurationUnit.HOURS\n \"d\" -> DurationUnit.DAYS\n else -> throw IllegalArgumentException(\"Unknown duration unit short name: $shortName\")\n}\n\n@SinceKotlin(\"1.5\")\ninternal fun durationUnitByIsoChar(isoChar: Char, isTimeComponent: Boolean): DurationUnit =\n when {\n !isTimeComponent -> {\n when (isoChar) {\n 'D' -> DurationUnit.DAYS\n else -> throw IllegalArgumentException(\"Invalid or unsupported duration ISO non-time unit: $isoChar\")\n }\n }\n else -> {\n when (isoChar) {\n 'H' -> DurationUnit.HOURS\n 'M' -> DurationUnit.MINUTES\n 'S' -> DurationUnit.SECONDS\n else -> throw IllegalArgumentException(\"Invalid duration ISO time unit: $isoChar\")\n }\n }\n }","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * This annotation marks the experimental preview of the standard library API for measuring time and working with durations.\n *\n * > Note that this API is in a preview state and has a very high chance of being changed in the future.\n * Do not use it if you develop a library since your library will become binary incompatible\n * with the future versions of the standard library.\n *\n * Any usage of a declaration annotated with `@ExperimentalTime` must be accepted either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTime::class)`,\n * or by using the compiler argument `-Xopt-in=kotlin.time.ExperimentalTime`.\n */\n@Suppress(\"DEPRECATION\")\n@Experimental(level = Experimental.Level.ERROR)\n@RequiresOptIn(level = RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(\n CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n PROPERTY_SETTER,\n TYPEALIAS\n)\n@SinceKotlin(\"1.3\")\npublic annotation class ExperimentalTime\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the

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license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\n/**\n * A source of time for measuring time intervals.\n *\n * The only operation provided by the time source is [markNow]. It returns a [TimeMark], which can be used to query the elapsed time later.\n *\n * @see [measureTime]\n * @see [measureTimedValue]\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic interface TimeSource {\n    /**\n     * Marks a point in time on this time source.\n     *\n     * The returned [TimeMark] instance encapsulates the captured time point and allows querying\n     * the duration of time interval [elapsed][TimeMark.elapsedNow] from that point.\n     */\n    public fun markNow(): TimeMark\n\n    /**\n     * The most precise time source available in the platform.\n     *\n     * This time source returns its readings from a source of monotonic time when it is available in a target platform,\n     * and resorts to a non-monotonic time source otherwise.\n     */\n    public object Monotonic : TimeSource by MonotonicTimeSource {\n        override fun toString(): String = MonotonicTimeSource.toString()\n    }\n\n\n    public companion object {\n\n    }\n}\n\n/**\n * Represents a time point notched on a particular [TimeSource]. Remains bound to the time source it was taken from\n * and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic abstract class TimeMark {\n    /**\n     * Returns the amount of time passed from this mark measured with the time source from which this mark was taken.\n     *\n     * Note that the value returned by this function can change on subsequent invocations.\n     */\n    public abstract fun elapsedNow(): Duration\n\n    /**\n     * Returns a time mark on the same time source that is ahead of this time mark by the specified [duration].\n     *\n     * The returned time mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.\n     */\n    public open operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)\n\n    /**\n     * Returns a time mark on the same time source that is behind this time mark by the specified [duration].\n     *\n     * The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.\n     */\n    public open operator fun minus(duration: Duration): TimeMark = plus(-duration)\n\n\n    /**\n     * Returns true if this time mark has passed according to the time source from which this mark was taken.\n     *\n     * Note that the value returned by this function can change on subsequent invocations.\n     * If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.\n     */\n    public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()\n\n    /**\n     * Returns false if this time mark has not passed according to the time source from which this mark was taken.\n     *\n     * Note that the value returned by this function can change on subsequent invocations.\n     * If the time source is monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point of the time source.\n     */\n    public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()\n}\n\n\n@ExperimentalTime\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Deprecated(\n    \"Subtracting one TimeMark from another is not a well defined operation because these time marks could have been obtained from the different time sources.\",\n    level = DeprecationLevel.ERROR\n)\n@Suppress(\"UNUSED_PARAMETER\")\npublic inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error(\"Operation is disallowed.\")\n\n@ExperimentalTime\n@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Deprecated(\n    \"Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.\",\n    level = DeprecationLevel.ERROR\n)\n@Suppress(\"UNUSED_PARAMETER\")\npublic inline operator fun TimeMark.compareTo(other: TimeMark): Int = throw Error(\"Operation is disallowed.\")\n\n\n@ExperimentalTime\nprivate class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {\n    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment\n\n    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\ninternal expect object MonotonicTimeSource : TimeSource\n\n/**\n * An abstract class used to implement time sources that return their readings as [Long] values in the specified [unit].\n *\n * @property unit The unit in which this time source's readings are expressed.\n
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*/\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic abstract class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {\n   /**\n   * This protected method should be overridden to return the current reading of the time source expressed as a [Long] number\n   * in the unit specified by the [unit] property.\n   */\n   protected abstract fun read(): Long\n\n   private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {\n   override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset\n   override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)\n   }\n\n   override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)\n}\n\n/**\n * An abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].\n *\n * @property unit The unit in which this time source's readings are expressed.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic abstract class AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {\n   /**\n   * This protected method should be overridden to return the current reading of the time source expressed as a [Double] number\n   * in the unit specified by the [unit] property.\n   */\n   protected abstract fun read(): Double\n\n   private class DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {\n   override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset\n   override fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)\n   }\n\n   override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)\n}\n\n/**\n * A time source that has programmatically updatable readings. It is useful as a predictable source of time in tests.\n *\n * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:\n *\n * ```\n * val timeSource = TestTimeSource()\n * timeSource += 10.seconds\n * ```\n *\n * Implementation note: the current reading value is stored as a [Long] number of nanoseconds,\n * thus it's capable to represent a time range of approximately \u00b1292 years.\n * Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {\n   private var reading: Long = 0L\n\n   override fun read(): Long = reading\n\n   /**\n   * Advances the current reading value of this time source by the specified [duration].\n   *\n   * [duration] value is rounded down towards zero when converting it to a [Long] number of nanoseconds.\n   * For example, if the duration being added is `0.6.nanoseconds`, the reading doesn't advance because\n   * the duration value is rounded to zero nanoseconds.\n   *\n   * @throws IllegalStateException when the reading value overflows as the result of this operation.\n   */\n   public operator fun plusAssign(duration: Duration) {\n   val longDelta = duration.toLong(unit)\n   reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {\n   // when delta fits in long, add it as long\n   val newReading = reading + longDelta\n   if (reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)\n   newReading\n   } else {\n   val delta = duration.toDouble(unit)\n   // when delta is greater than long, add it as double\n   val newReading = reading + delta\n   if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)\n   newReading.toLong()\n   }\n   }\n\n   private fun overflow(duration: Duration) {\n   throw IllegalStateException(\"TestTimeSource will overflow if its reading ${reading}ns is advanced by $duration.\")\n   }\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.contracts.*\n\n/**\n * Executes the given function [block] and returns the duration of elapsed time interval.\n *\n * The elapsed time is measured with [TimeSource.Monotonic].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic inline fun measureTime(block: () -> Unit): Duration {\n   contract {\n   callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n   }\n   return TimeSource.Monotonic.measureTime(block)\n}\n\n\n/**\n * Executes the given function [block] and returns the duration of elapsed time interval.\n *\n * The elapsed time is measured with the specified `this` [TimeSource] instance.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic inline fun TimeSource.measureTime(block: () -> Unit): Duration {\n   contract {\n   callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n   }\n\n   val

mark = markNow()\n   block()\n   return mark.elapsedNow()\n}\n\n\n/**\n * Data class representing a result of executing an action, along with the duration of elapsed time interval.\n *\n * @property value the result of the action.\n * @property duration the time elapsed to execute the action.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic data class TimedValue<T>(val value: T, val duration: Duration)\n\n/**\n * Executes the given function [block] and returns an instance of [TimedValue] class, containing both\n * the result of the function execution and the duration of elapsed time interval.\n *\n * The elapsed time is measured with [TimeSource.Monotonic].\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic inline fun <T> measureTimedValue(block: () -> T): TimedValue<T> {\n   contract {\n   callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n   }\n\n   return TimeSource.Monotonic.measureTimedValue(block)\n}\n\n/**\n * Executes the given [block] and returns an instance of [TimedValue] class, containing both\n * the result of function execution and the duration of elapsed time interval.\n *\n * The elapsed time is measured with the specified `this` [TimeSource] instance.\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\npublic inline fun <T> TimeSource.measureTimedValue(block: () -> T): TimedValue<T> {\n   contract {\n   callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n   }\n\n   val mark = markNow()\n   val result = block()\n   return TimedValue(result, mark.elapsedNow())\n}\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.coroutines.*\nimport kotlin.coroutines.intrinsics.*\nimport kotlin.native.concurrent.SharedImmutable\n\n/**\n * Defines deep recursive function that keeps its stack on the heap,\n * which allows very deep recursive computations that do not use the actual call stack.\n * To initiate a call to this deep recursive function use its [invoke] function.\n * As a rule of thumb, it should be used if recursion goes deeper than a thousand calls.\n *\n * The [DeepRecursiveFunction] takes one parameter of type [T] and returns a result of type [R].\n * The [block] of code defines the body of a recursive function. In this block\n * [callRecursive][DeepRecursiveScope.callRecursive] function can be used to make a recursive call\n * to the declared function. Other instances of [DeepRecursiveFunction] can be called\n * in this scope with `callRecursive` extension, too.\n *\n * For example, take a look at the following recursive tree class and a deeply\n * recursive instance of this tree with 100K nodes:\n *\n * ```\n * class Tree(val left: Tree? = null, val right: Tree? = null)\n * val deepTree = generateSequence(Tree()) { Tree(it) }.take(100_000).last()\n * ```\n *\n * A regular recursive function can be defined to compute a depth of a tree:\n *\n * ```\n * fun depth(t: Tree?): Int =\n *   if (t == null) 0 else max(depth(t.left), depth(t.right)) + 1\n * println(depth(deepTree)) // StackOverflowError\n * ```\n *\n * If this `depth` function is called for a `deepTree` it produces [StackOverflowError] because of deep recursion.\n * However, the `depth` function can be rewritten using `DeepRecursiveFunction` in the following way, and then\n * it successfully computes [`depth(deepTree)`][DeepRecursiveFunction.invoke] expression:\n *\n * ```\n * val depth = DeepRecursiveFunction<Tree?, Int> { t ->\n *   if (t == null) 0 else max(callRecursive(t.left), callRecursive(t.right)) + 1\n * }\n * println(depth(deepTree)) // Ok\n * ```\n *\n * Deep recursive functions can also mutually call each other using a heap for the stack via\n * [callRecursive][DeepRecursiveScope.callRecursive] extension. For example, the\n * following pair of mutually recursive functions computes the number of tree nodes at even depth in the tree.\n *\n * ```\n * val mutualRecursion = object {\n *   val even: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->\n *   if (t == null) 0 else odd.callRecursive(t.left) + odd.callRecursive(t.right) + 1\n *   }\n *   val odd: DeepRecursiveFunction<Tree?, Int> = DeepRecursiveFunction { t ->\n *   if (t == null) 0 else even.callRecursive(t.left) + even.callRecursive(t.right)\n *   }\n * }\n * ```\n *\n * @param [T] the function parameter type.\n * @param [R] the function result type.\n * @param block the function body.\n */\n@SinceKotlin(\"1.4\")\n@ExperimentalStdlibApi\npublic class DeepRecursiveFunction<T, R>(\n   internal val block: suspend DeepRecursiveScope<T, R>.(T) -> R\n)\n\n/**\n * Initiates a call to this deep recursive function, forming a root of the call tree.\n *\n * This operator should not be used from inside of [DeepRecursiveScope] as it uses the call stack slot for\n * initial recursive invocation. From inside of [DeepRecursiveScope] use\n * [callRecursive][DeepRecursiveScope.callRecursive].\n

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*/\n@SinceKotlin(\"1.4\")\n@ExperimentalStdlibApi\npublic operator fun <T, R> DeepRecursiveFunction<T, R>.invoke(value: T): R =\n    DeepRecursiveScopeImpl<T, R>(block, value).runCallLoop()\n\n/**\n * A scope class for [DeepRecursiveFunction] function declaration that defines [callRecursive] methods to\n * recursively call this function or another [DeepRecursiveFunction] putting the call activation frame on the heap.\n *\n * @param [T] function parameter type.\n * @param [R] function result type.\n */\n@RestrictsSuspension\n@SinceKotlin(\"1.4\")\n@ExperimentalStdlibApi\npublic sealed class DeepRecursiveScope<T, R> {\n    /**\n     * Makes recursive call to this [DeepRecursiveFunction] function putting the call activation frame on the heap,\n     * as opposed to the actual call stack that is used by a regular recursive call.\n     */\n    public abstract suspend fun callRecursive(value: T): R\n\n    /**\n     * Makes call to the specified [DeepRecursiveFunction] function putting the call activation frame on the heap,\n     * as opposed to the actual call stack that is used by a regular call.\n     */\n    public abstract suspend fun <U, S> DeepRecursiveFunction<U, S>.callRecursive(value: U): S\n\n    @Deprecated(\n        level = DeprecationLevel.ERROR,\n        message =\n            \"'invoke' should not be called from DeepRecursiveScope. \" +\n                \"Use 'callRecursive' to do recursion in the heap instead of the call stack.\",\n        replaceWith = ReplaceWith(\"this.callRecursive(value)\")\n    )\n    @Suppress(\"UNUSED_PARAMETER\")\n    public operator fun DeepRecursiveFunction<*, *>.invoke(value: Any?): Nothing =\n        throw UnsupportedOperationException(\"Should not be called from DeepRecursiveScope\")\n}\n\n// ================== Implementation ==================\n\n@ExperimentalStdlibApi\nprivate typealias DeepRecursiveFunctionBlock = suspend DeepRecursiveScope<*, *>.(Any?) -> Any?\n\n@SharedImmutable\nprivate val UNDEFINED_RESULT = Result.success(COROUTINE_SUSPENDED)\n\n@Suppress(\"UNCHECKED_CAST\")\n@ExperimentalStdlibApi\nprivate class DeepRecursiveScopeImpl<T, R>(\n    block: suspend DeepRecursiveScope<T, R>.(T) -> R,\n    value: T\n) : DeepRecursiveScope<T, R>(), Continuation<R> {\n    // Active function block\n    private var function: DeepRecursiveFunctionBlock = block as DeepRecursiveFunctionBlock\n\n    // Value to call function with\n    private var value: Any? = value\n\n    // Continuation of the current call\n    private var cont: Continuation<Any?>? = this as Continuation<Any?>\n\n    // Completion result (completion of the whole call stack)\n    private var result: Result<Any?> = UNDEFINED_RESULT\n\n    override val context: CoroutineContext\n        get() = EmptyCoroutineContext\n\n    override fun resumeWith(result: Result<R>) {\n        this.cont = null\n        this.result = result\n    }\n\n    override suspend fun callRecursive(value: T): R =\n        suspendCoroutineUninterceptedOrReturn { cont ->\n            // calling the same function that is currently active\n            this.cont = cont as Continuation<Any?>\n            this.value = value\n            COROUTINE_SUSPENDED\n        }\n\n    override suspend fun <U, S> DeepRecursiveFunction<U, S>.callRecursive(value: U): S =\n        suspendCoroutineUninterceptedOrReturn { cont ->\n            // calling another recursive function\n            val function = block as DeepRecursiveFunctionBlock\n            with(this@DeepRecursiveScopeImpl) {\n                val currentFunction = this.function\n                if (function !== currentFunction) {\n                    // calling a different function -- create a trampoline to restore function ref\n                    this.function = function\n                    this.cont = crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)\n                } else {\n                    // calling the same function -- direct\n                    this.cont = cont as Continuation<Any?>\n                }\n                this.value = value\n            }\n            COROUTINE_SUSPENDED\n        }\n\n    private fun crossFunctionCompletion(\n        currentFunction: DeepRecursiveFunctionBlock,\n        cont: Continuation<Any?>\n    ): Continuation<Any?> = Continuation(EmptyCoroutineContext) {\n        this.function = currentFunction\n        // When going back from a trampoline we cannot just call cont.resume (stack usage!)\n        // We delegate the cont.resumeWith(it) call to runCallLoop\n        this.cont = cont\n        this.result = it\n    }\n\n    @Suppress(\"UNCHECKED_CAST\")\n    fun runCallLoop(): R {\n        while (true) {\n            // Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith when the whole computation completes\n            val result = this.result\n            val cont = this.cont\n            ?: return (result as Result<R>).getOrThrow() // done -- final result\n            // The order of comparison is important here for that case of rogue class with broken equals\n            if (UNDEFINED_RESULT == result) {\n                // call \"function\" with \"value\" using \"cont\" as completion\n                val r = try {\n                    // This is block.startCoroutine(this, value, cont)\n                    function.startCoroutineUninterceptedOrReturn(this, value,
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cont)\n } catch (e: Throwable) {\n cont.resumeWithException(e)\n continue\n }\n // If the function returns without suspension -- calls its continuation immediately\n if (r !== COROUTINE_SUSPENDED)\n cont.resume(r as R)\n } else {\n // we returned from a crossFunctionCompletion trampoline -- call resume here\n this.result = UNDEFINED_RESULT // reset result back\n cont.resumeWith(result)\n }\n }\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\n@file:kotlin.jvm.JvmName(\"NumbersKt\")\n@file:kotlin.jvm.JvmMultifileClass\npackage kotlin\n\nimport kotlin.math.sign\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.floorDiv(other: Byte): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Byte): Byte = \n this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.floorDiv(other: Short): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Short): Short = \n this.toInt().mod(other.toInt()).toShort()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.floorDiv(other: Int): Int = \n this.toInt().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Int): Int = \n this.toInt().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.mod(other: Long): Long = \n this.toLong().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.floorDiv(other: Byte): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Byte): Byte = \n this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.floorDiv(other: Short): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Short): Short = \n this.toInt().mod(other.toInt()).toShort()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity. */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.floorDiv(other: Int): Int = \n this.toInt().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the

absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Int): Int = \n   this.toInt().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.mod(other: Long): Long = \n   this.toLong().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Byte): Int = \n this.floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Byte): Byte = \n   this.mod(other.toInt()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Short): Int = \n this.floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Short): Short = \n   this.mod(other.toInt()).toShort()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Int): Int {\n   var q = this / other\n   if (this xor other < 0 && q * other != this) q-- \n   return q\n}\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Int): Int {\n   val r = this % other\n   return r + (other and (((r xor other) and (r or -r)) shr 31))\n}\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Int.mod(other: Long): Long = \n   this.toLong().mod(other)\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.floorDiv(other: Byte): Long = \n this.floorDiv(other.toLong())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.mod(other: Byte): Byte = \n   this.mod(other.toLong()).toByte()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.floorDiv(other: Short): Long = \n this.floorDiv(other.toLong())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.mod(other: Short): Short = \n   this.mod(other.toLong()).toShort()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.floorDiv(other: Int): Long = \n this.floorDiv(other.toLong())\n\n/**\n * Calculates the remainder of flooring division of this value by the other

value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.mod(other: Int): Int = \n   this.mod(other.toLong()).toInt()\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.floorDiv(other: Long): Long {\n   var q = this / other\n   if (this xor other < 0 && q * other != this) q-- \n   return q\n}\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Long.mod(other: Long): Long {\n   val r = this % other\n   return r + (other and (((r xor other) and (r or -r)) shr 63))\n}\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n * \n * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the divisor.\n
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Float.mod(other: Float): Float {\n   val r = this % other\n   return if (r != 0.0.toFloat() && r.sign != other.sign) r + other else r\n}\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n * \n * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the divisor.\n
*/\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Float.mod(other: Double): Double = \n   this.toDouble().mod(other)\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n * \n * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Double.mod(other: Float): Double = \n   this.mod(other.toDouble())\n\n/**\n * Calculates the remainder of flooring division of this value by the other value.\n * \n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n * \n * If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the divisor.\n */\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\npublic inline fun Double.mod(other: Double): Double {\n   val r = this % other\n   return if (r != 0.0 && r.sign != other.sign) r + other else r\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\n\n\n/**\n * Returns a hash code value for the object or zero if the object is `null`.\n *\n * @see Any.hashCode\n */\n@SinceKotlin(\"1.3\")\n@InlineOnly\npublic inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0\n","/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Represents a version of the Kotlin standard library.\n *\n * [major], [minor] and [patch] are integer components of a version,\n * they must be non-negative and not greater than 255 ([MAX_COMPONENT_VALUE]).\n *\n * @constructor Creates a version from all three components.\n */\n@SinceKotlin(\"1.1\")\npublic class KotlinVersion(val major: Int, val minor: Int, val patch: Int) : Comparable<KotlinVersion> {\n   /**\n   * Creates a version from [major] and [minor] components, leaving [patch] component zero.\n   */\n   public constructor(major: Int, minor: Int) : this(major, minor, 0)\n\n   private val version = versionOf(major, minor, patch)\n\n   private fun versionOf(major: Int, minor: Int, patch: Int): Int {\n   require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {\n   \"Version components are out of range: $major.$minor.$patch\"\n   }\n   return major.shl(16) + minor.shl(8) + patch\n   }\n\n   /**\n   * Returns the string representation of this

version\n */\n override fun toString(): String = \"$major.$minor.$patch\"\n\n override fun equals(other: Any?): Boolean {\n if (this === other) return true\n val otherVersion = (other as? KotlinVersion) ?: return false\n return this.version == otherVersion.version\n }\n\n override fun hashCode(): Int = version\n\n override fun compareTo(other: KotlinVersion): Int = version - other.version\n\n /**\n * Returns `true` if this version is not less than the version specified\n * with the provided [major] and [minor] components.\n */\n public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)\n this.major > major || (this.major == major &&\n this.minor >= minor)\n\n /**\n * Returns `true` if this version is not less than the version specified\n * with the provided [major], [minor] and [patch] components.\n */\n public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)\n this.major > major || (this.major == major &&\n (this.minor > minor || this.minor == minor &&\n this.patch >= patch))\n\n companion object {\n /**\n * Maximum value a version component can have, a constant value 255.\n */\n // NOTE: Must be placed before CURRENT because its initialization requires this field being initialized in JS\n public const val MAX_COMPONENT_VALUE = 255\n\n /**\n * Returns the current version of the Kotlin standard library.\n */\n @kotlin.jvm.JvmField\n public val CURRENT: KotlinVersion = KotlinVersionCurrentValue.get()\n }\n}\n\n// this class is ignored during classpath normalization when considering whether to recompile dependencies in Kotlin build\nprivate object KotlinVersionCurrentValue {\n @kotlin.jvm.JvmStatic\n fun get(): KotlinVersion = KotlinVersion(1, 6, 10) // value is written here automatically during build\n}","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"LateinitKt\")\n@file:Suppress(\"unused\")\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly\nimport kotlin.internal.AccessibleLateinitPropertyLiteral\nimport kotlin.reflect.KProperty0\n\n/**\n * Returns `true` if this lateinit property has been assigned a value, and `false` otherwise.\n *\n * Cannot be used in an inline function, to avoid binary compatibility issues.\n */\n@SinceKotlin(\"1.2\")\n@InlineOnly\ninline val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean\n get() = throw NotImplementedError(\"Implementation is intrinsic\")\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"LazyKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage kotlin\n\nimport kotlin.reflect.KProperty\n\n/**\n * Represents a value with lazy initialization.\n *\n * To create an instance of [Lazy] use the [lazy] function.\n */\npublic interface Lazy<out T> {\n /**\n * Gets the lazily initialized value of the current Lazy instance.\n * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.\n */\n public val value: T\n\n /**\n * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.\n * Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.\n */\n public fun isInitialized(): Boolean\n}\n\n/**\n * Creates a new instance of the [Lazy] that is already initialized with the specified [value].\n */\npublic fun <T> lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)\n\n/**\n * An extension to delegate a read-only property of type [T] to an instance of [Lazy].\n *\n * This extension allows to use instances of Lazy for property delegation:\n * `val property: String by lazy { initializer }`\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<*>): T = value\n\n/**\n * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.\n */\npublic enum class LazyThreadSafetyMode {\n\n /**\n * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.\n */\n SYNCHRONIZED,\n\n /**\n * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value,\n * but only the first returned value will be used as the value of [Lazy] instance.\n */\n PUBLICATION,\n\n /**\n * No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.\n *\n * This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.\n */\n NONE,\n}\n\n\ninternal object UNINITIALIZED_VALUE\n\n// internal to be called from lazy in JS\ninternal class UnsafeLazyImpl<out

T>(initializer: () -> T) : Lazy<T>, Serializable {\n   private var initializer: (() -> T)? = initializer\n   private var _value: Any? = UNINITIALIZED_VALUE\n\n   override val value: T\n   get() {\n   if (_value === UNINITIALIZED_VALUE) {\n   _value = initializer!!()\n   initializer = null\n   }\n   @Suppress(\"UNCHECKED_CAST\")\n   return _value as T\n   }\n\n   override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE\n\n   override fun toString(): String = if (isInitialized()) value.toString() else \"Lazy value not initialized yet.\"\n\n   private fun writeReplace(): Any = InitializedLazyImpl(value)\n}\n\ninternal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {\n\n   override fun isInitialized(): Boolean = true\n\n   override fun toString(): String = value.toString()\n\n}\n","/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"NumbersKt\")\npackage kotlin\n\n/**\n * Counts the number of set bits in the binary representation of this [Int] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countOneBits(): Int\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countLeadingZeroBits(): Int\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.countTrailingZeroBits(): Int\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.takeHighestOneBit(): Int\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.takeLowestOneBit(): Int\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.rotateLeft(bitCount: Int): Int\n\n\n/**\n * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Int.rotateRight(bitCount: Int): Int\n\n\n/**\n * Counts the number of set bits in the binary representation of this [Long] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.countOneBits(): Int\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.countLeadingZeroBits(): Int\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun

Long.countTrailingZeroBits(): Int\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.takeHighestOneBit(): Long\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.takeLowestOneBit(): Long\n\n/**\n * Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.rotateLeft(bitCount: Int): Long\n\n/**\n * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 64)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun Long.rotateRight(bitCount: Int): Long\n\n/**\n * Counts the number of set bits in the binary representation of this [Byte] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()\n\n/**\n * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 8)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Byte.rotateLeft(bitCount: Int): Byte =\n   (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n\n/**\n * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most

significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 8)`\n
*/\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Byte.rotateRight(bitCount: Int): Byte =\n   (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n\n/**\n * Counts the number of set bits in the binary representation of this [Short] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =\n   (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n\n/**\n * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 16)`\n
*/\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Short.rotateLeft(bitCount: Int): Short =\n   (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n/**\n * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n
/\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Short.rotateRight(bitCount: Int): Short =\n   (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n","/\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n@kotlin.internal.InlineOnly\n@SinceKotlin(\"1.2\")\n@Suppress(\"INVISIBLE_MEMBER\", \"INVISIBLE_REFERENCE\")\n@RequireKotlin(\"1.2.30\", level = DeprecationLevel.HIDDEN, versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

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*/\n\n@file:kotlin.jvm.JvmName(\"TuplesKt\")\n\npackage kotlin\n\n\n/**\n * Represents a generic pair of two values.\n *\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.\n *\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.pairDestructuring\n *\n * @param A type of the first value.\n * @param B type of the second value.\n * @property first First value.\n * @property second Second value.\n * @constructor Creates a new instance of Pair.\n */\npublic data class Pair<out A, out B>(\n    public val first: A,\n    public val second: B\n) : Serializable {\n\n    /**\n     * Returns string representation of the [Pair] including its [first] and [second] values.\n     */\n    public override fun toString(): String = \"($first, $second)\"\n}\n\n/**\n * Creates a tuple of type [Pair] from this and [that].\n *\n * This can be useful for creating [Map] literals with less noise, for example:\n * @sample samples.collections.Maps.Instantiation.mapFromPairs\n */\npublic infix fun <A, B> A.to(that: B): Pair<A, B> = Pair(this, that)\n\n/**\n * Converts this pair into a list.\n * @sample samples.misc.Tuples.pairToList\n */\npublic fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)\n\n/**\n * Represents a triad of values\n *\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.tripleDestructuring\n *\n * @param A type of the first value.\n * @param B type of the second value.\n * @param C type of the third value.\n * @property first First value.\n * @property second Second value.\n * @property third Third value.\n */\npublic data class Triple<out A, out B, out C>(\n    public val first: A,\n    public val second: B,\n    public val third: C\n) : Serializable {\n\n    /**\n     * Returns string representation of the [Triple] including its [first], [second] and [third] values.\n     */\n    public override fun toString(): String = \"($first, $second, $third)\"\n}\n\n/**\n * Converts this triple into a list.\n * @sample samples.misc.Tuples.tripleToList\n */\npublic fun <T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n\n\nimport kotlin.internal.*\n\n/**\n * A range of values of type `UInt`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {\n    override val start: UInt get() = first\n    override val endInclusive: UInt get() = last\n\n    override fun contains(value: UInt): Boolean = first <= value && value <= last\n\n    /** \n     * Checks if the range is empty.\n     \n     * The range is empty if its start value is greater than the end value.\n     */\n    override fun isEmpty(): Boolean = first > last\n\n    override fun equals(other: Any?): Boolean =\n        other is UIntRange && (isEmpty() && other.isEmpty() ||\n                first == other.first && last == other.last)\n\n    override fun hashCode(): Int =\n        if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())\n\n    override fun toString(): String = \"$first..$last\"\n\n    companion object {\n        /** An empty range of values of type UInt. */\n        public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE, UInt.MIN_VALUE)\n    }\n}\n\n/**\n * A progression of values of type `UInt`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class UIntProgression\ninternal constructor(\n    start: UInt,\n    endInclusive: UInt,\n    step: Int\n) : Iterable<UInt> {\n    init {\n        if (step == 0.toInt()) throw kotlin.IllegalArgumentException(\"Step must be non-zero.\")\n        if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException(\"Step must be greater than Int.MIN_VALUE to avoid overflow on negation.\")\n    }\n\n    /**\n     * The first element in the progression.\n     */\n    public val first: UInt = start\n\n    /**\n     * The last element in the progression.\n     */\n    public val last: UInt = getProgressionLastElement(start, endInclusive, step)\n\n    /**\n     * The step of the progression.\n     */\n    public val step: Int = step\n\n    final override fun iterator(): Iterator<UInt> = UIntProgressionIterator(first, last, step)\n\n    /** \n     * Checks if the progression is empty.\n     \n     * Progression with a positive step is empty if its first element is greater than the last element.\n     * Progression with a negative step is empty if its first element is less than the last element.\n     */\n    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n    override fun equals(other: Any?): Boolean =\n        other is UIntProgression && (isEmpty() && other.isEmpty() ||\n                first == other.first && last == other.last && step == other.step)\n\n    override fun hashCode(): Int =\n
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if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())\n\n   override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n   companion object {\n   /**\n   * Creates UIntProgression within the specified bounds of a closed range.\n\n   * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n   * In order to go backwards the [step] must be negative.\n   *\n   * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.\n   */\n   public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)\n   }\n}\n\n\n/**\n * An iterator over a progression of values of type `UInt`.\n * @property step the number by which the value is incremented on each step.\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"DEPRECATION_ERROR\")\nprivate class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {\n   private val finalElement = last\n   private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n   private val step = step.toUInt() // use 2-complement math for negative steps\n   private var next = if (hasNext) first else finalElement\n\n   override fun hasNext(): Boolean = hasNext\n\n   override fun nextUInt(): UInt {\n   val value = next\n   if (value == finalElement) {\n   if (!hasNext) throw kotlin.NoSuchElementException()\n   hasNext = false\n   } else {\n   next += step\n   }\n   return value\n   }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.collections\n\n/** An iterator over a sequence of values of type `UByte`. */\n@Deprecated(\"This class is not going to be stabilized and is to be removed soon.\", level = DeprecationLevel.ERROR)\n@SinceKotlin(\"1.3\")\npublic abstract class UByteIterator : Iterator<UByte> {\n   final override fun next() = nextUByte()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextUByte(): UByte\n}\n\n/** An iterator over a sequence of values of type `UShort`. */\n@Deprecated(\"This class is not going to be stabilized and is to be removed soon.\", level = DeprecationLevel.ERROR)\n@SinceKotlin(\"1.3\")\npublic abstract class UShortIterator : Iterator<UShort> {\n   final override fun next() = nextUShort()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextUShort(): UShort\n}\n\n/** An iterator over a sequence of values of type `UInt`. */\n@Deprecated(\"This class is not going to be stabilized and is to be removed soon.\", level = DeprecationLevel.ERROR)\n@SinceKotlin(\"1.3\")\npublic abstract class UIntIterator : Iterator<UInt> {\n   final override fun next() = nextUInt()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextUInt(): UInt\n}\n\n/** An iterator over a sequence of values of type `ULong`. */\n@Deprecated(\"This class is not going to be stabilized and is to be removed soon.\", level = DeprecationLevel.ERROR)\n@SinceKotlin(\"1.3\")\npublic abstract class ULongIterator : Iterator<ULong> {\n   final override fun next() = nextULong()\n\n   /** Returns the next value in the sequence without boxing. */\n   public abstract fun nextULong(): ULong\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n\n\nimport kotlin.internal.*\n\n/**\n * A range of values of type `ULong`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {\n   override val start: ULong get() = first\n   override val endInclusive: ULong get() = last\n\n   override fun contains(value: ULong): Boolean = first <= value && value <= last\n\n   /** \n   * Checks if the range is empty.\n   \n   * The range is empty if its start value is greater than the end value.\n   */\n   override fun isEmpty(): Boolean = first > last\n\n   override fun equals(other: Any?): Boolean =\n   other is ULongRange && (isEmpty() && other.isEmpty() ||\n   first == other.first && last == other.last)\n\n   override fun hashCode(): Int =\n   if (isEmpty()) -1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())\n\n   override fun toString(): String = \"$first..$last\"\n\n   companion object {\n   /** An empty range of values of type ULong. */\n   public val EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)\n   }\n}\n\n/**\n * A progression of values of type `ULong`.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class

ULongProgression\ninternal constructor(\n   start: ULong,\n   endInclusive: ULong,\n   step: Long\n) : Iterable<ULong> {\n   init {\n   if (step == 0.toLong()) throw kotlin.IllegalArgumentException(\"Step must be non-zero.\")\n   if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException(\"Step must be greater than Long.MIN_VALUE to avoid overflow on negation.\")\n   }\n\n   /**\n   * The first element in the progression.\n   */\n   public val first: ULong = start\n\n   /**\n   * The last element in the progression.\n   */\n   public val last: ULong = getProgressionLastElement(start, endInclusive, step)\n\n   /**\n   * The step of the progression.\n   */\n   public val step: Long = step\n\n   final override fun iterator(): Iterator<ULong> = ULongProgressionIterator(first, last, step)\n\n   /** \n   * Checks if the progression is empty.\n   \n   * Progression with a positive step is empty if its first element is greater than the last element.\n   * Progression with a negative step is empty if its first element is less than the last element.\n   */\n   public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n   override fun equals(other: Any?): Boolean =\n   other is ULongProgression && (isEmpty() && other.isEmpty() ||\n   first == other.first && last == other.last && step == other.step)\n\n   override fun hashCode(): Int =\n   if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())\n\n   override fun toString(): String = if (step > 0) \"$first..$last step $step\" else \"$first downTo $last step ${-step}\"\n\n   companion object {\n   /**\n   * Creates ULongProgression within the specified bounds of a closed range.\n\n   * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n   * In order to go backwards the [step] must be negative.\n   *\n   * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.\n   */\n   public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)\n   }\n}\n\n\n/**\n * An iterator over a progression of values of type `ULong`.\n * @property step the number by which the value is incremented on each step.\n */\n@SinceKotlin(\"1.3\")\n@Suppress(\"DEPRECATION_ERROR\")\nprivate class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {\n   private val finalElement = last\n   private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n   private val step = step.toULong() // use 2-complement math for negative steps\n   private var next = if (hasNext) first else finalElement\n\n   override fun hasNext(): Boolean = hasNext\n\n   override fun nextULong(): ULong {\n   val value = next\n   if (value == finalElement) {\n   if (!hasNext) throw kotlin.NoSuchElementException()\n   hasNext = false\n   } else {\n   next += step\n   }\n   return value\n   }\n}\n\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.math\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun min(a: UInt, b: UInt): UInt {\n   return minOf(a, b)\n}\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun min(a: ULong, b: ULong): ULong {\n   return minOf(a, b)\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun max(a: UInt, b: UInt): UInt {\n   return maxOf(a, b)\n}\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun max(a: ULong, b: ULong): ULong {\n   return maxOf(a, b)\n}","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"UNumbersKt\")\npackage kotlin\n\n/**\n * Counts the number of set bits in the binary representation of this [UInt] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class,

ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.countOneBits(): Int = toInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()\n\n/**\n * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()\n\n/**\n * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()\n\n/**\n * Counts the number of set bits in the binary representation of this [ULong] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countOneBits(): Int = toLong().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()\n\n/**\n * Returns a number having a single bit set in the position of the

least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 64)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()\n\n/**\n * Counts the number of set bits in the binary representation of this [UByte] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countOneBits(): Int = toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()\n\n\n/**\n * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 8)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()\n\n/**\n * Rotates the binary representation of this [UByte]

number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 8)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()\n\n/**\n * Counts the number of set bits in the binary representation of this [UShort] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countOneBits(): Int = toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number,\n * or zero, if this number is zero.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class, ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()\n\n\n/**\n * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 16)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()\n\n/**\n * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n */\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalStdlibApi::class, ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n// (a - b) mod c\nprivate fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {\n   val ac = a % c\n   val bc = b % c\n   return if (ac >= bc) ac - bc else ac - bc + c\n}\n\nprivate fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {\n   val ac = a %

c\n   val bc = b % c\n   return if (ac >= bc) ac - bc else ac - bc + c\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n *\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n *\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n *\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n */\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {\n   step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())\n   step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())\n   else -> throw kotlin.IllegalArgumentException(\"Step is zero.\")\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n *\n * No validation on passed parameters is performed. The given parameters should satisfy the condition:\n *\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n *\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n */\n@PublishedApi\n@SinceKotlin(\"1.3\")\ninternal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {\n   step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())\n   step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())\n   else -> throw kotlin.IllegalArgumentException(\"Step is zero.\")\n}\n","/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"UStringsKt\") // string representation of unsigned numbers\n\npackage kotlin.text\n\n/**\n * Returns a string representation of this [Byte] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n//@kotlin.internal.InlineOnly\npublic /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Short] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n//@kotlin.internal.InlineOnly\npublic /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Int] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n//@kotlin.internal.InlineOnly\npublic /*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)\n\n/**\n * Returns a string representation of this [Long] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun ULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))\n\n/**\n * Parses the string as a signed [UByte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a signed [UByte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the

string as a [UShort] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [UShort] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as an [UInt] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUInt(): UInt = toUIntOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as an [UInt] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a [ULong] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toULong(): ULong = toULongOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [ULong] number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)\n\n\n\n\n\n/**\n * Parses the string as an [UByte] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10)\n\n/**\n * Parses the string as an [UByte] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUByteOrNull(radix: Int): UByte? {\n   val int = this.toUIntOrNull(radix) ?: return null\n   if (int > UByte.MAX_VALUE) return null\n   return int.toUByte()\n}\n\n/**\n * Parses the string as an [UShort] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10)\n\n/**\n * Parses the string as an [UShort] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUShortOrNull(radix: Int): UShort? {\n   val int = this.toUIntOrNull(radix) ?: return null\n   if (int > UShort.MAX_VALUE) return null\n   return int.toUShort()\n}\n\n/**\n * Parses the string as an [UInt] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUIntOrNull(): UInt? = toUIntOrNull(radix = 10)\n\n/**\n * Parses the string as an [UInt] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*/\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUIntOrNull(radix: Int): UInt? {\n   checkRadix(radix)\n\n   val length = this.length\n   if (length == 0) return null\n\n   val limit: UInt = UInt.MAX_VALUE\n   val start: Int\n\n   val firstChar = this[0]\n   if (firstChar

< '0') {\n if (length == 1 || firstChar != '+') return null\n start = 1\n } else {\n start = 0\n }\n\n val limitForMaxRadix = 119304647u // limit / 36\n\n var limitBeforeMul = limitForMaxRadix\n val uradix = radix.toUInt()\n var result = 0u\n for (i in start until length) {\n val digit = digitOf(this[i], radix)\n\n if (digit < 0) return null\n if (result > limitBeforeMul) {\n if (limitBeforeMul == limitForMaxRadix) {\n limitBeforeMul = limit / uradix\n\n if (result > limitBeforeMul) {\n return null\n }\n } else {\n return null\n }\n }\n\n result *= uradix\n\n val beforeAdding = result\n result += digit.toUInt()\n if (result < beforeAdding) return null // overflow has happened\n }\n\n return result\n}\n\n/**\n * Parses the string as an [ULong] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)\n\n/**\n * Parses the string as an [ULong] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */\n@SinceKotlin(\"1.5\")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toULongOrNull(radix: Int): ULong? {\n checkRadix(radix)\n\n val length = this.length\n if (length == 0) return null\n\n val limit: ULong = ULong.MAX_VALUE\n val start: Int\n\n val firstChar = this[0]\n if (firstChar < '0') {\n if (length == 1 || firstChar != '+') return null\n start = 1\n } else {\n start = 0\n }\n\n\n val limitForMaxRadix = 512409557603043100uL // limit / 36\n\n var limitBeforeMul = limitForMaxRadix\n val uradix = radix.toULong()\n var result = 0uL\n for (i in start until length) {\n val digit = digitOf(this[i], radix)\n\n if (digit < 0) return null\n if (result > limitBeforeMul) {\n if (limitBeforeMul == limitForMaxRadix) {\n limitBeforeMul = limit / uradix\n\n if (result > limitBeforeMul) {\n return null\n }\n } else {\n return null\n }\n }\n\n result *= uradix\n\n val beforeAdding = result\n result += digit.toUInt()\n if (result < beforeAdding) return null // overflow has happened\n }\n\n return result\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\npackage kotlin\n\nimport kotlin.annotation.AnnotationTarget.*\nimport kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n/**\n * Marks the API that is dependent on the experimental unsigned types, including those types themselves.\n *\n * Usages of such API will be reported as warnings unless an explicit opt-in with\n * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`,\n * or with the `-Xopt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.\n *\n * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.\n */\n@Suppress(\"DEPRECATION\")\n@Experimental(level = Experimental.Level.WARNING)\n@RequiresOptIn(level = RequiresOptIn.Level.WARNING)\n@MustBeDocumented\n@Target(CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, TYPEALIAS)\n@Retention(AnnotationRetention.BINARY)\n@RequireKotlin(\"1.2.50\", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)\npublic annotation class ExperimentalUnsignedTypes\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"MathKt\")\n\n\npackage kotlin.math\n\n\n\n// constants, can't use them from nativeMath as they are not constants there\n\n/** Ratio of the circumference of a circle to its diameter, approximately 3.14159. */\n@SinceKotlin(\"1.2\")\npublic const val PI: Double = 3.141592653589793\n/** Base of the natural logarithms, approximately 2.71828. */\n@SinceKotlin(\"1.2\")\npublic const val E: Double = 2.718281828459045\n\n// region ================== Double Math ======================================\n\n/** Computes the sine of the angle [x]

given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sin(x: Double): Double\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cos(x: Double): Double\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tan(x: Double): Double\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asin(x: Double): Double\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acos(x: Double): Double\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan(x: Double): Double\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n * - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *  - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n * - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan2(y: Double, x: Double): Double\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sinh(x: Double): Double\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cosh(x: Double): Double\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tanh(x: Double): Double\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asinh(x: Double): Double\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acosh(x: Double): Double\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atanh(x: Double): Double\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\npublic expect fun hypot(x: Double, y: Double): Double\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sqrt(x: Double): Double\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun exp(x: Double): Double\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun expm1(x: Double): Double\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and

`+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log(x: Double, base: Double): Double\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln(x: Double): Double\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log10(x: Double): Double\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log2(x: Double): Double\n\n/**\n * Computes `ln(x + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln1p(x: Double): Double\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ceil(x: Double): Double\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun floor(x: Double): Double\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun truncate(x: Double): Double\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun round(x: Double): Double\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n * - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Double]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(x: Double): Double\n\n/**\n * Returns the sign of the given value [x]:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n *\n * Special case:\n * - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sign(x: Double): Double\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Double, b: Double): Double\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Double, b: Double): Double\n\n// extensions\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n * - `b.pow(0.0)` is `1.0`\n * - `b.pow(1.0) == b`\n * - `b.pow(NaN)` is `NaN`\n * - `NaN.pow(x)` is `NaN` for `x != 0.0`\n * - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n * - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.pow(x: Double): Double\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.pow(n: Int): Double\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n * - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Double.absoluteValue: Double\n\n/**\n * Returns the sign of this value:\n * - `-1.0` if the value is negative,\n * - zero if the value is zero,\n * - `1.0` if the value is positive\n *\n * Special case:\n * - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect val Double.sign: Double\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.withSign(sign: Double): Double\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.withSign(sign: Int): Double\n\n/**\n * Returns the ulp (unit in the last place) of this value.\n *\n * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.\n *\n * Special Cases:\n * - `NaN.ulp` is `NaN`\n * - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`\n * - `0.0.ulp` is `Double.MIN_VALUE`\n

*/\n@SinceKotlin(\"1.2\")\npublic expect val Double.ulp: Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of positive infinity.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.nextUp(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction of negative infinity.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.nextDown(): Double\n\n/**\n * Returns the [Double] value nearest to this value in direction from this value towards the value [to].\n *\n * Special cases:\n * - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`\n * - `x.nextTowards(x) == x`\n *\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.nextTowards(to: Double): Double\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n * - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.roundToInt(): Int\n\n/**\n * Rounds this [Double] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n * - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Double.roundToLong(): Long\n\n// endregion\n\n\n\n// region ================ Float Math ======================================\n\n/** Computes the sine of the angle [x] given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sin(x: Float): Float\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cos(x: Float): Float\n\n/** Computes the tangent of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tan(x: Float): Float\n\n/**\n * Computes the arc sine of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asin(x: Float): Float\n\n/**\n * Computes the arc cosine of the value [x];\n * the returned value is an angle in the range from `0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun acos(x: Float): Float\n\n/**\n * Computes the arc tangent of the value [x];\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * - `atan(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan(x: Float): Float\n\n/**\n * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the returned value is an angle in the range from `-PI` to `PI` radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`\n * - `atan2(-0.0, x)` is `-0.0` for 'x > 0` and `-PI` for `x < 0`\n *  - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for '-Inf < y < 0`\n * - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * - `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`y\n * - `atan2(-Inf, x)` is `-PI/2` for finite `x`\n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atan2(y: Float, x: Float): Float\n\n/**\n * Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sinh(x: Float): Float\n\n/**\n * Computes the hyperbolic cosine of the value [x].\n *\n * Special cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun cosh(x: Float): Float\n\n/**\n * Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun tanh(x: Float): Float\n\n/**\n * Computes the inverse hyperbolic sine of the value [x].\n *\n * The returned value is `y` such that `sinh(y) == x`.\n *\n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * - `asinh(+Inf)` is `+Inf`\n * - `asinh(-Inf)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun asinh(x: Float): Float\n\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n *\n * The returned value is positive `y` such that `cosh(y) == x`.\n *\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n

*/\n@SinceKotlin(\"1.2\")\npublic expect fun acosh(x: Float): Float\n\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n *\n * The returned value is `y` such that `tanh(y) == x`.\n *\n * Special cases:\n *   - `tanh(NaN)` is `NaN`\n *   - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n *   - `tanh(1.0)` is `+Inf`\n *   - `tanh(-1.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun atanh(x: Float): Float\n\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n *\n * Special cases:\n *   - returns `+Inf` if any of arguments is infinite\n *   - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n */\n@SinceKotlin(\"1.2\")\npublic expect fun hypot(x: Float, y: Float): Float\n\n/**\n * Computes the positive square root of the value [x].\n *\n * Special cases:\n *   - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sqrt(x: Float): Float\n\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n *\n * Special cases:\n *   - `exp(NaN)` is `NaN`\n *   - `exp(+Inf)` is `+Inf`\n *   - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun exp(x: Float): Float\n\n/**\n * Computes `exp(x) - 1`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n *   - `expm1(NaN)` is `NaN`\n *   - `expm1(+Inf)` is `+Inf`\n *   - `expm1(-Inf)` is `-1.0`\n *\n * @see [exp] function.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun expm1(x: Float): Float\n\n/**\n * Computes the logarithm of the value [x] to the given [base].\n *\n * Special cases:\n *   - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n *   - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n *   - `log(+Inf, +Inf)` is `NaN`\n *   - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n *   - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n *\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log(x: Float, base: Float): Float\n\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n *\n * Special cases:\n *   - `ln(NaN)` is `NaN`\n *   - `ln(x)` is `NaN` when `x < 0.0`\n *   - `ln(+Inf)` is `+Inf`\n *   - `ln(0.0)` is `-Inf`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln(x: Float): Float\n\n/**\n * Computes the common logarithm (base 10) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log10(x: Float): Float\n\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n *\n * @see [ln] function for special cases.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun log2(x: Float): Float\n\n/**\n * Computes `ln(a + 1)`.\n *\n * This function can be implemented to produce more precise result for [x] near zero.\n *\n * Special cases:\n *   - `ln1p(NaN)` is `NaN`\n *   - `ln1p(x)` is `NaN` where `x < -1.0`\n *   - `ln1p(-1.0)` is `-Inf`\n *   - `ln1p(+Inf)` is `+Inf`\n *\n * @see [ln] function\n * @see [expm1] function\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ln1p(x: Float): Float\n\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n\n * @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n *   - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun ceil(x: Float): Float\n\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n\n * @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.\n *\n * Special cases:\n *   - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun floor(x: Float): Float\n\n/**\n * Rounds the given value [x] to an integer towards zero.\n *\n * @return the value [x] having its fractional part truncated.\n *\n * Special cases:\n *   - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun truncate(x: Float): Float\n\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n *\n * Special cases:\n *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun round(x: Float): Float\n\n\n/**\n * Returns the absolute value of the given value [x].\n *\n * Special cases:\n *   - `abs(NaN)` is `NaN`\n *\n * @see absoluteValue extension property for [Float]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(x: Float): Float\n\n/**\n * Returns the sign of the given value [x]:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `sign(NaN)` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun sign(x: Float): Float\n\n\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Float, b: Float): Float\n\n/**\n * Returns the greater of two values.\n *\n * If either value is `NaN`, then the result is `NaN`.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun

max(a: Float, b: Float): Float\n\n// extensions\n\n\n/**\n * Raises this value to the power [x].\n *\n * Special cases:\n *   - `b.pow(0.0)` is `1.0`\n *   - `b.pow(1.0) == b`\n *   - `b.pow(NaN)` is `NaN`\n *   - `NaN.pow(x)` is `NaN` for `x != 0.0`\n *   - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`\n *   - `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.pow(x: Float): Float\n\n/**\n * Raises this value to the integer power [n].\n *\n * See the other overload of [pow] for details.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.pow(n: Int): Float\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n *   - `NaN.absoluteValue` is `NaN`\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Float.absoluteValue: Float\n\n/**\n * Returns the sign of this value:\n *   - `-1.0` if the value is negative,\n *   - zero if the value is zero,\n *   - `1.0` if the value is positive\n *\n * Special case:\n *   - `NaN.sign` is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect val Float.sign: Float\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.withSign(sign: Float): Float\n\n/**\n * Returns this value with the sign bit same as of the [sign] value.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.withSign(sign: Int): Float\n\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Int].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`\n *   - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.roundToInt(): Int\n\n/**\n * Rounds this [Float] value to the nearest integer and converts the result to [Long].\n * Ties are rounded towards positive infinity.\n *\n * Special cases:\n *   - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`\n *   - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`\n *\n * @throws IllegalArgumentException when this value is `NaN`\n */\n@SinceKotlin(\"1.2\")\npublic expect fun Float.roundToLong(): Long\n\n\n// endregion\n\n// region ================ Integer Math ==\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n *   - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Int]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(n: Int): Int\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Int, b: Int): Int\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Int, b: Int): Int\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n *   - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Int.absoluteValue: Int\n\n/**\n * Returns the sign of this value:\n *   - `-1` if the value is negative,\n *   - `0` if the value is zero,\n *   - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic expect val Int.sign: Int\n\n\n\n/**\n * Returns the absolute value of the given value [n].\n *\n * Special cases:\n *   - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n *\n * @see absoluteValue extension property for [Long]\n */\n@SinceKotlin(\"1.2\")\npublic expect fun abs(n: Long): Long\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun min(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin(\"1.2\")\npublic expect fun max(a: Long, b: Long): Long\n\n/**\n * Returns the absolute value of this value.\n *\n * Special cases:\n *   - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n *\n * @see abs function\n */\n@SinceKotlin(\"1.2\")\npublic expect val Long.absoluteValue: Long\n\n/**\n * Returns the sign of this value:\n *   - `-1` if the value is negative,\n *   - `0` if the value is zero,\n *   - `1` if the value is positive\n */\n@SinceKotlin(\"1.2\")\npublic expect val Long.sign: Int\n\n\n// endregion\n"],"names":[],"mappings":"AAWC,CAXA,yB;EACG,IAAI,OAAO,MAAO,KAAI,UAAW,IAAG,MAAM,IAA1C,C;IACI,MAAM,CAAC,QAAD,EAAAW,CAAC,SAAD,CAAAX,EAAAwB,OAAAxB,C;SAEL,IAAI,OAAO,OAAQ,KAAI,QAAAvB,C;IACD,OAAO,CAAC,MAAM,QAAAP,C;;IAGP,IAAI,OAAAQ,GAAAE,E;IACd,OAAO,CAAAC,IAAI,OAAAL,C;;CAEd,CAAAC,IAAAD,EAAAO,kB;EACJ,IAAI,IAAI,M;ECPZ,MAAM,eAAAgB,GAAAE,a;IACpB,OAAoD,CAA5C,KAAAK,QAAAQ,CAAAC,CAAAD,CAAAI,IAAAG,CAAAE,YAAAW,SAAAW,KAAAG,CAAAC,OAAAQ,KAAAI,c;G;EAGxE,MAAAM,YAAAa,GAAAE,a;IACjB,OAAAO,CAAAE,YAAAW,SAAAU,IAAAG,CAAAC,OAAAQ,KAAAI,c;G;EAGlD,MAAAM,aAAAc,GAAAE,a;IAClB,OAAAO,CAAAE,YAAAW,U;G;EAGxB,MAAAM,YAAAa,GAAAE,a;IACjB,OAAAO,CAAAE,Y

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P,C;;QAzKhB,OA2KO,W;O;KAvLX,C;oGAeA,yB;MAAA,+D;MA2KA,gD;MA3KA,uC;QAYW,kBAAiB,gB;QA
0KR,gB;QADhB,YAAY,C;QACZ,iD;UAAgB,cAAhB,e;UACI,WA3KoC,SA2KzB,EAAU,cAAV,EAAU,sBAAV,
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V,EAAU,sBAAV,WAAmB,OAAnB,C;UACC,OAAZ,WAAY,EAAO,IAAP,C;;QAlLhB,OAoLO,W;O;KAhMX,C;
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A,iB;UACA,IAAK,WAAI,OAAJ,C;;QA9OT,OAgPO,W;O;KAzPX,C;sFAYA,yB;MAAA,wE;MAgPA,+D;MAhP
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AAT,C;YACA,e;;YAEA,c;;UPo9UA,iB;UACA,IAAK,WAAI,OAAJ,C;;QAxPT,OA0PO,W;O;KAnQX,C;sFAYA,
yB;MAAA,wE;MA0PA,+D;MA1PA,yC;QASW,kBAAU,oB;QA0PD,Q;QAAhB,iD;UAAgB,cAAhB,e;UACI,UA3
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AJ,C;YACH,aPy+UuC,gB;YAA5B,WOx+UX,aPw+UgC,GOx+UhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UPq+U
A,iB;UACA,IAAK,WAAI,OAAJ,C;;QA7PT,OA+PO,W;O;KAxQX,C;sFAYA,yB;MAAA,wE;MA+PA,+D;MA/P
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O1/UP,U;UADP,YP4/Ue,WO5/UH,WP4/UwB,GO5/UxB,C;UACL,IAAI,aAAJ,C;YACH,aP0/UuC,gB;YAA5B,W
Oz/UX,aPy/UgC,GOz/UhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UPs/UA,iB;UACA,IAAK,WAAI,OAAJ,C;;QAlQ
T,OAoQO,W;O;KA7QX,C;sFAYA,yB;MAAA,wE;MAoQA,+D;MApQA,yC;QASW,kBAAU,oB;QAoQD,Q;QAA
hB,iD;UAAgB,cAAhB,e;UACI,UArQuD,WAqQ7C,CAAY,OAAZ,C;UO3gVP,U;UADP,YP6gVe,WO7gVH,WP6
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ACA,e;;YAEA,c;;UPwhVA,iB;UACA,IAAK,WAAI,oBAAJ,C;;QA5QT,OA8QO,W;O;KAvRX,C;sFAYA,yB;MA
AA,wE;MA8QA,+D;MA9QA,yD;QAUW,kBAAU,oB;QA8QD,Q;QAAhB,iD;UAAgB,cAAhB,e;UACI,UA/QiD,
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,gB;YAA5B,WO/jVX,aP+jVgC,GO/jVhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UP4jVA,iB;UACA,IAAK,WAtRy
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AT,C;YACA,e;;YAEA,c;;UPooVA,iB;UACA,IAAK,WA1SyD,cA0SrD,CAAe,OAAf,CAAJ,C;;QA1ST,OA4SO,W
;O;KAtTX,C;uFAaA,yB;MAAA,wE;MA4SA,+D;MA5SA,yD;QAUW,kBAAU,oB;QA4SD,Q;QAAhB,iD;UAAgB,
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;YAEA,c;;UPspVA,iB;UACA,IAAK,WA/SyD,cA+SrD,CAAe,OAAf,CAAJ,C;;QA/ST,OAiTO,W;O;KA3TX,C;uF
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VA,iB;UACA,IAAK,WApTyD,cAoTrD,CAAe,OAAf,CAAJ,C;;QApTT,OAsTO,W;O;KAhUX,C;uFAaA,yB;MAA
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CA,e;;YAEA,c;;UPm8UA,iB;UACA,IAAK,WAAI,OAAJ,C;;QAET,OAAO,W;O;KAdX,C;0FAiBA,yB;MAAA,+
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B,C;UACL,IAAI,aAAJ,C;YACH,aPy+UuC,gB;YAA5B,WOx+UX,aPw+UgC,GOx+UhC,EAAS,MAAT,C;YACA,
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T,C;YACA,e;;YAEA,c;;UaqoCA,iB;UACA,IAAK,WAjCyD,cAiCrD,CAAe,OAAf,CAAJ,C;;QAjCT,OAmCO,W;
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T,C;YACA,e;;YAEA,c;;UaqoCA,iB;UACA,IAAK,WAAI,eAAe,OAAf,CAAJ,C;;QAET,OAAO,W;O;KAfX,C;4FA
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B,CF/8DjB,C;;QEi9Dd,OAAO,Q;O;KAlBX,C;+FAqBA,yB;MFv+DA,iB;MEu+DA,sC;QAWI,eAAe,oB;QACf,IA
AI,CAAC,QAAS,UAAd,C;UAAyB,OAAO,I;QAChC,eAAe,SAAS,QAAS,OAAlB,C;QACf,OAAO,QAAS,UAAh
B,C;UACI,QAAQ,SAAS,QAAS,OAAlB,C;UACR,WF/+DG,MAAO,KE++DO,QF/+DP,EE++DiB,CF/+DjB,C;;QE
i/Dd,OAAO,Q;O;KAlBX,C;+FAqBA,+B;MASI,eAAe,oB;MACf,IAAI,CAAC,QAAS,UAAd,C;QAAyB,OAAO,I;
MAChC,eAAe,SAAS,QAAS,OAAlB,C;MACf,OAAO,QAAS,UAAhB,C;QACI,QAAQ,SAAS,QAAS,OAAlB,C;Q
ACR,IAAI,2BAAW,CAAX,KAAJ,C;UACI,WAAW,C;;MAGnB,OAAO,Q;K;0FAGX,yB;MAAA,sE;MAAA,kD;Q
AWI,eAAe,oB;QACf,IAAI,CAAC,QAAS,UAAd,C;UAAyB,MAAM,6B;QAC/B,eAAe,SAAS,QAAS,OAAlB,C;Q
ACf,OAAO,QAAS,UAAhB,C;UACI,QAAQ,SAAS,QAAS,OAAlB,C;UACR,IAAI,UAAW,SAAQ,QAAR,EAAkB
,CAAlB,CAAX,GAAkC,CAAtC,C;YACI,WAAW,C;;QAGnB,OAAO,Q;O;KApBX,C;sGAuBA,2C;MASI,eAAe,o
B;MACf,IAAI,CAAC,QAAS,UAAd,C;QAAyB,OAAO,I;MAChC,eAAe,SAAS,QAAS,OAAlB,C;MACf,OAAO,Q
AAS,UAAhB,C;QACI,QAAQ,SAAS,QAAS,OAAlB,C;QACR,IAAI,UAAW,SAAQ,QAAR,EAAkB,CAAlB,CAA
X,GAAkC,CAAtC,C;UACI,WAAW,C;;MAGnB,OAAO,Q;K;IAGX,gC;MAOI,eAAe,oB;MACf,IAAI,CAAC,QAA
S,UAAd,C;QAAyB,OAAO,I;MAChC,UAAU,QAAS,O;MACnB,OAAO,QAAS,UAAhB,C;QACI,QAAQ,QAAS,O
;QACjB,MFtjEG,MAAO,KEsjEE,GFtjEF,EEsjEO,CFtjEP,C;;MEwjEd,OAAO,G;K;IAGX,iC;MAOI,eAAe,oB;MA
Cf,IAAI,CAAC,QAAS,UAAd,C;QAAyB,OAAO,I;MAChC,UAAU,QAAS,O;MACnB,OAAO,QAAS,UAAhB,C;Q
ACI,QAAQ,QAAS,O;QACjB,MFllEG,MAAO,KEklEE,GFllEF,EEklEO,CFllEP,C;;MEolEd,OAAO,G;K;IAGX,iC
;MAKI,eAAe,oB;MACf,IAAI,CAAC,QAAS,UAAd,C;QAAyB,OAAO,I;MAChC,UAAU,QAAS,O;MACnB,OAA
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Ad,C;QAAyB,OAAO,I;MAChC,UAAU,QAAS,O;MACnB,OAAO,QAAS,UAAhB,C;QACI,QAAQ,QAAS,O;QA
CjB,IAAI,UAAW,SAAQ,GAAR,EAAa,CAAb,CAAX,GAA6B,CAAjC,C;UAAoC,MAAM,C;;MAE9C,OAAO,G;
K;IAGX,4B;MAMI,IAAI,oCAAJ,C;QAAwB,OAAO,mB;MAC/B,OAAO,CAAC,oBAAW,U;K;iFAGvB,yB;MAA
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cAAhB,C;UAAgB,yB;UAAM,IAAI,UAAU,OAAV,CAAJ,C;YAAwB,OAAO,K;;QACrD,OAAO,I;O;KARX,C;oF
AWA,6B;MAKmC,Q;MAAA,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QAAM,OAAO,OAAP,C;;MAArC,gB;
K;kGAGJ,yB;MAAA,6B;MAAA,sC;MArnBA,wE;MAqnBA,2BAQiB,yB;QA7nBjB,wE;eA6nBiB,0B;UAAA,4B;
YAAE,aAAe,c;YAtnBjB,gB;YADb,YAAY,C;YACC,2B;YAAb,OAAa,cAAb,C;cAAa,sB;cAAM,OAAO,oBAAm
B,cAAnB,EAAmB,sBAAnB,UAAP,EAAoC,IAApC,C;;YAsnBmB,W;W;S;OAAzB,C;MARjB,oC;QA9mBiB,gB;
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CpB,IAAI,CAAC,QAAS,UAAd,C;UAAyB,MAAM,mCAA8B,oCAA9B,C;QAC/B,kBAAqB,QAAS,O;QAC9B,O
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e,+BAAa,cAAb,C;QACf,IAAI,CAAC,QAAS,cAAd,C;UACI,MAAM,mCAA8B,8BAA9B,C;QACV,kBAAqB,QA
AS,W;QAC9B,OAAO,QAAS,cAAhB,C;UACI,cAAc,UAAU,QAAS,WAAnB,EAA+B,WAA/B,C;;QAElB,OAAO,
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AY,QAAS,gB;UACrB,cAAc,UAAU,KAAV,EAAiB,QAAS,WAA1B,EAAsC,WAAtC,C;;QAElB,OAAO,W;O;KA
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,MAAO,WAAI,WAAJ,C;;QAEX,OAAO,M;O;KArBX,C;4GAwBA,yB;MAAA,kF;MAAA,gD;MAAA,gE;MAAA,
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AgC,OAAhC,C;YACd,MAAO,WAAI,WAAJ,C;;UAEX,4BAAO,M;;;QAsFP,gC;O;KAfJ,C;kFAkBA,+B;MAOoB,
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AEJ,OAAO,G;K;8FAGX,+B;MAOoB,Q;MADhB,UAAkB,G;MACF,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;
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ADhB,UAAe,C;MACC,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,YAAO,SAAS,OAAT,CAAP,I;;MAEJ,
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,C;;QiBqwFrD,OAAO,G;O;KAdX,C;mFAiBA,yB;MD78EA,+B;MC68EA,sC;QAWoB,Q;QADhB,UD58EqC,eAA
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pDO,Q;O;KInqDX,C;mFAgBA,yB;MJspDA,sE;MFj1DA,iB;MM2LA,sC;QJmqDI,eItpDO,iBJspDQ,W;QACf,IAA
I,CAAC,QAAS,UAAd,C;UAAyB,MAAM,6B;QAC/B,eIxpDqB,QJwpDN,CAAS,QAAS,OAAlB,C;QACf,OAAO,
QAAS,UAAhB,C;UACI,QI1pDiB,QJ0pDT,CAAS,QAAS,OAAlB,C;UACR,WF31DG,MAAO,KE21DO,QF31DP,
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,iBJ6pDQ,W;QACf,IAAI,CAAC,QAAS,UAAd,C;UAAyB,MAAM,6B;QAC/B,eI/pDqB,QJ+pDN,CAAS,QAAS,O
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CAAX,KAAJ,C;YACI,WAAW,C;;QInqDnB,OJsqDO,Q;O;KIjrDX,C;+FAcA,yB;MN9MA,iB;MM8MA,sC;QAW
mB,kBAAR,iB;QAAQ,sB;;UJsqDf,eAAe,sB;UACf,IAAI,CAAC,QAAS,UAAd,C;YAAyB,qBAAO,I;YAAP,uB;W
ACzB,eIxqD2B,QJwqDZ,CAAS,QAAS,OAAlB,C;UACf,OAAO,QAAS,UAAhB,C;YACI,QI1qDuB,QJ0qDf,CAA
S,QAAS,OAAlB,C;YACR,WF53DG,MAAO,KE43DO,QF53DP,EE43DiB,CF53DjB,C;;UE83Dd,qBAAO,Q;;;QI7
qDP,yB;O;KAXJ,C;+FAcA,yB;MNvOA,iB;MMuOA,sC;QAWmB,kBAAR,iB;QAAQ,sB;;UJ6qDf,eAAe,sB;UACf
,IAAI,CAAC,QAAS,UAAd,C;YAAyB,qBAAO,I;YAAP,uB;WACzB,eI/qD2B,QJ+qDZ,CAAS,QAAS,OAAlB,C;U
ACf,OAAO,QAAS,UAAhB,C;YACI,QIjrDuB,QJirDf,CAAS,QAAS,OAAlB,C;YACR,WF55DG,MAAO,KE45DO
,QF55DP,EE45DiB,CF55DjB,C;;UE85Dd,qBAAO,Q;;;QIprDP,yB;O;KAXJ,C;+FAcA,+B;MASmB,kBAAR,iB;M
AAQ,sB;;QJorDf,eAAe,sB;QACf,IAAI,CAAC,QAAS,UAAd,C;UAAyB,qBAAO,I;UAAP,uB;SACzB,eItrD2B,QJs
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E;MI7rDA,kD;QJwsDI,eI7rDO,iBJ6rDQ,W;QACf,IAAI,CAAC,QAAS,UAAd,C;UAAyB,MAAM,6B;QAC/B,eI/r
DqC,QJ+rDtB,CAAS,QAAS,OAAlB,C;QACf,OAAO,QAAS,UAAhB,C;UACI,QIjsDiC,QJisDzB,CAAS,QAAS,O
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B,CAAlB,CAAX,GAAkC,CAAtC,C;YACI,WAAW,C;;QAGnB,yBAAO,Q;;;MI/sDP,6B;K;sFAGJ,yB;MAOA,8D;
MAPA,wC;QAII,OASe,cAAR,iBAAQ,EATM,UASN,C;O;KAbnB,C;kGAOA,yB;MAAA,8D;MAAA,wC;QAMI,
OAAe,cAAR,iBAAQ,EAAc,UAAd,C;O;KANnB,C;kFASA,+B;MAcmB,kBAAR,iB;MAAQ,sB;;QJwxDf,eAAe,sB
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QAAS,UAAd,C;UAAyB,qBAAO,O;UAAP,uB;SACzB,eIvyDmB,QJuyDJ,CAAS,OAAT,C;;UAEX,QAAQ,QAAS,
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W,C;;QAED,QAAT,QAAS,W;QAClB,qBAAO,O;;;MIhzDP,yB;K;8FAGJ,+B;MAQmB,kBAAR,iB;MAAQ,sB;;QJ
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,IAAI,CAAC,QAAS,UAAd,C;UAAyB,qBAAO,O;UAAP,uB;SACzB,eI5xD2B,QJ4xDZ,CAAS,OAAT,C;;UAEX,
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C;YACV,WAAW,C;;QAED,QAAT,QAAS,W;QAClB,qBAAO,O;;;MIryDP,yB;K;mFAGJ,yB;MJqyDA,sE;MFl4D
A,iB;MM6FA,sC;QJkzDI,eIryDO,iBJqyDQ,W;QACf,IAAI,CAAC,QAAS,UAAd,C;UAAyB,MAAM,6B;QAC/B,eI
vyDqB,QJuyDN,CAAS,QAAS,OAAlB,C;QACf,OAAO,QAAS,UAAhB,C;UACI,QIzyDiB,QJyyDT,CAAS,QAAS,
OAAlB,C;UACR,WF54DG,MAAO,KE44DO,QF54DP,EE44DiB,CF54DjB,C;;QMkGd,OJ4yDO,Q;O;KIzzDX,C;
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Ad,C;UAAyB,MAAM,6B;QAC/B,eI9yDqB,QJ8yDN,CAAS,QAAS,OAAlB,C;QACf,OAAO,QAAS,UAAhB,C;U
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C;;QM6Hd,OJmzDO,Q;O;KIh0DX,C;mFAgBA,yB;MJmzDA,sE;MInzDA,sC;QJ8zDI,eInzDO,iBJmzDQ,W;QACf,
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CI,WAAW,C;;QIzzDnB,OJ4zDO,Q;O;KIv0DX,C;+FAcA,yB;MN3IA,iB;MM2IA,sC;QAWmB,kBAAR,iB;QAAQ

,sB;;UJ4zDf,eAAe,sB;UACf,IAAI,CAAC,QAAS,UAAd,C;YAAyB,qBAAO,I;YAAP,uB;WACzB,eI9zD2B,QJ8zD
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CR,WF/8DG,MAAO,KE+8DO,QF/8DP,EE+8DiB,CF/8DjB,C;;UEi9Dd,qBAAO,Q;;;QIn0DP,yB;O;KAXJ,C;+FAc
A,yB;MNpKA,iB;MMoKA,sC;QAWmB,kBAAR,iB;QAAQ,sB;;UJm0Df,eAAe,sB;UACf,IAAI,CAAC,QAAS,UA
Ad,C;YAAyB,qBAAO,I;YAAP,uB;WACzB,eIr0D2B,QJq0DZ,CAAS,QAAS,OAAlB,C;UACf,OAAO,QAAS,UA
AhB,C;YACI,QIv0DuB,QJu0Df,CAAS,QAAS,OAAlB,C;YACR,WF/+DG,MAAO,KE++DO,QF/+DP,EE++DiB,C
F/+DjB,C;;UEi/Dd,qBAAO,Q;;;QI10DP,yB;O;KAXJ,C;+FAcA,+B;MASmB,kBAAR,iB;MAAQ,sB;;QJ00Df,eAA
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Q;O;KIv2DX,C;sGAcA,2C;MASmB,kBAAR,iB;MAAQ,0B;;QJ41Df,eAAe,sB;QACf,IAAI,CAAC,QAAS,UAAd,
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NnB,C;IASA,4B;MAMI,OAAO,mB;K;iFAGX,gC;MAOoB,Q;MADhB,IAAI,mBAAJ,C;QAAe,OAAO,I;MACN,O
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B,OAAO,K;;MACrD,OAAO,I;K;oFAGX,6B;MAKmC,Q;MAAA,OjB5JqD,iBAAQ,W;MiB4J7E,OAAgB,cAAhB,
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C;YACC,6B;YAAb,OAAa,cAAb,C;cAAa,sB;cAAM,OAAO,oBAAmB,cAAnB,EAAmB,sBAAnB,UAAP,EAAoC,
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Ab,OAAa,cAAb,C;UAAa,sB;UAAM,OAAO,oBAAmB,cAAnB,EAAmB,sBAAnB,UAAP,EAAoC,IAApC,C;;QIvy
CnB,gB;O;KARJ,C;4FAWA,qB;MAKI,OAAO,iB;K;IAGX,iC;MAII,OAAe,aAAR,iBAAQ,C;K;IC9hBnB,kC;MA
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G1B,iC;MAOI,OAAO,uCAAgB,yBAAgB,SAAhB,EAAyB,oBAAH,EAAG,CAAzB,M;K;IAG3B,iC;MAOI,OAA
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,+BAAhD,CAArB,EAAyG,sBAAzG,C;K;oGAGX,yB;MA80BA,wE;MA90BA,oD;QAu1BiB,gB;QADb,YAAY,C;
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,CAAd,EAA2B,SA+EM,CA/EN,CAA3B,C;W;S;OA+EI,C;Mcoef,sC;QAQI,OAAO,sBd5eP,eAAW,2Bc4e2B,Qd5e
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C,gB;YAA5B,WvBppBX,auBopBgC,GvBppBhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UuBipBA,iB;UACA,IAAK
,WArCyD,cAqCrD,CAAe,OAAf,CAAJ,C;;QArCT,OAuCO,W;O;KAnDX,C;yFAeA,yB;MAAA,+D;MAAA,sD;Q
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,auBgoBgC,GvBhoBhC,EAAS,MAAT,C;YACA,e;;YAEA,c;;UuB6nBA,iB;UACA,IAAK,WAAI,OAAJ,C;;QAET,
OAAO,W;O;KAhBX,C;yFAmBA,yB;MAAA,+D;MAAA,sE;QAYoB,Q;QAAA,2B;QAAhB,OAAgB,cAAhB,C;U
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gB/B,+B;eoC6gB+B,6B;UAAA,qB;YAAE,yBpCngBS,eoCmgBC,EpCngBD,CoCmgBT,C;W;S;OAAF,C;MAP/B,
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YAAc,uB;YACV,IsCr2ByB,UpCngBS,eFw2CpB,YAAK,KAAL,CEx2CoB,CoCmgBT,CtCq2BzB,C;cACI,qBAA
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TH,C;MACX,QAAQ,C;MACQ,OA9DL,KA8DK,W;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,IAAI,KAAK,
SAAT,C;UAAoB,K;QACpB,IAAK,WAhEqB,GAgEP,uBAAK,UAAL,EAAK,kBAAL,UAhEO,EAgEI,OAhEJ,CA
gErB,C;;MAhET,OAkEO,I;K;IA/DX,kC;MAgFoB,gB;MAHhB,gBAAgB,c;MAChB,WAAW,iBpB1xTJ,MAAO,K
oB0xTsB,wBArEzB,KAqEyB,EAAwB,EAAxB,CpB1xTtB,EoB0xTmD,SpB1xTnD,CoB0xTH,C;MACX,QAAQ,C
;MACQ,OAvEL,KAuEK,W;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,IAAI,KAAK,SAAT,C;UAAoB,K;QA
CpB,IAAK,WAzEqB,GAyEP,uBAAK,UAAL,EAAK,kBAAL,UAzEO,EAyEI,OAzEJ,CAyErB,C;;MAzET,OA2E
O,I;K;IAxEX,kC;MAyFoB,gB;MAHhB,gBAAgB,c;MAChB,WAAW,iBpB/yTJ,MAAO,KoB+yTsB,wBA9EzB,K
A8EyB,EAAwB,EAAxB,CpB/yTtB,EoB+yTmD,SpB/yTnD,CoB+yTH,C;MACX,QAAQ,C;MACQ,OAhFL,KAgF
K,W;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,IAAI,KAAK,SAAT,C;UAAoB,K;QACpB,IAAK,WAlFqB,G
AkFP,uBAAK,UAAL,EAAK,kBAAL,UAlFO,EAkFI,OAlFJ,CAkFrB,C;;MAlFT,OAoFO,I;K;+EAjFX,yB;MAAA,
kF;MAAA,gE;MpB1uTA,iB;MoB0uTA,8C;QAcoB,UAEY,M;QAL5B,gBAAgB,c;QAChB,WAAW,epBhvTJ,MA
AO,KoBgvTsB,wBAAN,KAAM,EAAwB,EAAxB,CpBhvTtB,EoBgvTmD,SpBhvTnD,CoBgvTH,C;QACX,QAAQ
,C;QACQ,uB;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UACZ,IAAI,KAAK,SAAT,C;YAAoB,K;UACpB,IAAK,W
AAI,UAAU,uBAAK,UAAL,EAAK,kBAAL,UAAV,EAAqB,OAArB,CAAJ,C;;QAET,OAAO,I;O;KAlBX,C;+EAq
BA,yB;MAAA,kF;MAAA,gE;MpB/vTA,iB;MoB+vTA,8C;QAcoB,UAEY,M;QAL5B,gBAAgB,c;QAChB,WAAW
,epBrwTJ,MAAO,KoBqwTsB,wBAAN,KAAM,EAAwB,EAAxB,CpBrwTtB,EoBqwTmD,SpBrwTnD,CoBqwTH,
C;QACX,QAAQ,C;QACQ,uB;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UACZ,IAAI,KAAK,SAAT,C;YAAoB,K;U
ACpB,IAAK,WAAI,UAAU,uBAAK,UAAL,EAAK,kBAAL,UAAV,EAAqB,OAArB,CAAJ,C;;QAET,OAAO,I;O;
KAlBX,C;+EAqBA,yB;MAAA,kF;MAAA,gE;MpBpxTA,iB;MoBoxTA,8C;QAcoB,UAEY,M;QAL5B,gBAAgB,c;
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nD,CoB0xTH,C;QACX,QAAQ,C;QACQ,uB;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UACZ,IAAI,KAAK,SAAT,
C;YAAoB,K;UACpB,IAAK,WAAI,UAAU,uBAAK,UAAL,EAAK,kBAAL,UAAV,EAAqB,OAArB,CAAJ,C;;QA
ET,OAAO,I;O;KAlBX,C;8EAqBA,yB;MAAA,kF;MAAA,gE;MpBzyTA,iB;MoByyTA,8C;QAcoB,UAEY,M;QAL
5B,gBAAgB,c;QAChB,WAAW,epB/yTJ,MAAO,KoB+yTsB,wBAAN,KAAM,EAAwB,EAAxB,CpB/yTtB,EoB+y
TmD,SpB/yTnD,CoB+yTH,C;QACX,QAAQ,C;QACQ,uB;QAAhB,OAAgB,cAAhB,C;UAAgB,yB;UACZ,IAAI,K
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CAAJ,C;;QAET,OAAO,I;O;KAlBX,C;IAqBA,kC;MA2DI,WpBn3TO,MAAO,KoBm3TG,cpBn3TH,EoBi0TH,KA
kDkB,KpBn3Tf,C;MoBo3Td,WAAW,iBAAa,IAAb,C;MACX,aAAU,CAAV,MAAkB,IAAlB,M;QACI,IAAK,WAr
DqB,GAqDP,sBAAK,CAAL,CArDO,EAAnB,KAqDqB,aAAM,CAAN,CArDF,CAqDrB,C;;MArDT,OAuDO,I;K;I
ApDX,kC;MAkEI,WpBt4TO,MAAO,KoBs4TG,cpBt4TH,EoB60TH,KAyDkB,KpBt4Tf,C;MoBu4Td,WAAW,iBA
Aa,IAAb,C;MACX,aAAU,CAAV,MAAkB,IAAlB,M;QACI,IAAK,WA5DqB,GA4DP,sBAAK,CAAL,CA5DO,EA
AnB,KA4DqB,aAAM,CAAN,CA5DF,CA4DrB,C;;MA5DT,OA8DO,I;K;IA3DX,kC;MAyEI,WpBz5TO,MAAO,K
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CAmErB,C;;MAnET,OAqEO,I;K;IAlEX,kC;MAgFI,WpB56TO,MAAO,KoB46TG,cpB56TH,EoBq2TH,KAuEkB,
KpB56Tf,C;MoB66Td,WAAW,iBAAa,IAAb,C;MACX,aAAU,CAAV,MAAkB,IAAlB,M;QACI,IAAK,WA1EqB,
GA0EP,sBAAK,CAAL,CA1EO,EAAnB,KA0EqB,aAAM,CAAN,CA1EF,CA0ErB,C;;MA1ET,OA4EO,I;K;+EAzE

X,yB;MAAA,gE;MpB92TA,iB;MoB82TA,8C;QAWI,WpBn3TO,MAAO,KoBm3TG,cpBn3TH,EoBm3TS,KAAM,
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U,sBAAK,CAAL,CAAV,EAAmB,kBAAM,CAAN,CAAnB,CAAJ,C;;QAET,OAAO,I;O;KAhBX,C;+EAmBA,yB;
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B,W;MAChB,wBAAgB,SAAhB,gB;QAAgB,cAAA,SAAhB,M;QACI,MnCjnUiD,SmCinUjD,GnCjnU2D,KAAK,
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B;MAQoB,Q;MADhB,UAAgB,W;MAChB,wBAAgB,SAAhB,gB;QAAgB,cAAA,SAAhB,M;QACI,MnC3pUiD,S
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W,CC4O5C,ckC+6Sf,OlC/6SyB,KAAL,GAAAiB,KAAtB,CD5O4C,MAAX,IAAf,C;;QmCqsUrD,OAxiBO,G;O;KAi
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AgB,yB;QACZ,oBAAO,cAAP,EAAO,sBAAP,WAAkB,OAAlB,C;;MACJ,OAAO,M;K;IAGX,mC;MAQoB,UACL
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,OAAgB,cAAhB,C;QAAgB,yB;QACZ,MpCAiD,SoCAjD,GpCA2D,KAAK,GoCAzD,OpCAoE,KAAX,IAAf,C;;M
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;QACZ,MpBXmD,UoBWnD,GpBX8D,KAAK,KoBW5D,OpBXuE,KAAX,CAAhB,C;;MoBavD,OAAO,G;K;IAG
X,2B;MAQoB,Q;MADhB,UAAgB,W;MACA,2B;MAAhB,OAAgB,cAAhB,C;QAAgB,yB;QACZ,MpC5BiD,SoC4
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,yB;QACZ,MpC1CiD,SoC0CjD,GpC1C2D,KAAK,GAAW,CC4O5C,SmClMxB,OnCkMkC,KAAL,GAAAiB,KAAt
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,SAAM,GAAN,EAAW,CAAX,C;;MACvB,OAAO,G;K;IAGX,4B;MAOc,Q;MADV,UAAU,C;MACA,uB;MAAV,
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;gFC7OX,yB;MAAA,mC;MAAA,2C;MAAA,4B;QASI,OAAO,kBAAO,cAAP,C;O;KATX,C;gFAYA,yB;MAAA,
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,0EAAD,SAAJ,C;QAAkC,OAAO,E;MACzC,OxCmoBO,UwCnoBA,gBxCmoBR,QAAQ,EwCnoBoB,O1EkHE,Kk
CihBtB,C;K;yDwCjoBX,mB;MAES,Q;MAAL,IAAI,eAAC,0EAAD,SAAJ,C;QAAkC,OAAO,E;MACzC,OxCs3B
O,cwCt3BA,gBxCs3BR,QAAQ,EwCt3BwB,O1E6GF,KkCywBtB,C;K;;IwC54BnB,8B;MAMI,4C;K;ICtIJ,qC;MAI
I,SAAS,SlD+BiC,I;MkD9B1C,OAAa,CAAN,gBAAc,EAAd,KACU,EAAN,gBAAc,EADlB,KAEI,OAAM,GAFV,
KAGI,KAAK,IAAL,KACC,OAAM,IAAN,KACS,IAAN,gBAAc,IADjB,KAEG,OAAM,IAFT,IAGG,OAAM,IAHT
,IAIG,OAAM,IAJT,IAKG,OAAM,IALT,IAMG,OAAM,KAPV,CAHJ,C;K;;;;mCCTP,gB;;K;;ICAJ,wB;K;;IAIA,w
B;K;;IAIA,wB;K;;IAKiC,uB;MAAC,oB;QAAA,OAA0B,E;MAA1B,gB;K;;IAElC,kB;K;;IAqCqC,sB;MAAC,gB;K
;;IAgCN,4B;MAAC,sB;K;;IAEjC,uB;K;;IA8DmC,4B;MAAC,kB;K;;IAEpC,oB;K;;ICpJA,oB;K;;IAIA,wB;K;;oF7
DLA,qB;MAKqE,uCoCHtB,E;K;iGpCK/C,yB;MAAA,kD;MAAA,4B;QAQsE,mBAAY,SAAZ,C;O;KARtE,C;IAU
A,iC;MAGI,OAAsB,UAAY,QAAvB,KAAmC,SAA9C,GACe,UAAY,UAD3B,GAGI,gBAAgB,UAAhB,C;K;IAG
R,qC;MAEI,YoC1B2C,E;MpC2B3C,eAAe,UAAW,W;MAC1B,OAAO,QAAS,UAAhB,C;QACU,KAAY,MAAK,
QAAS,OAAd,C;MACtB,OAAO,K;K;IAGX,8C;MAQc,Q;MANV,IAAI,KAAM,OAAN,GAAa,UAAW,KAA5B,C;
QACI,OAAO,gBAAgB,UAAhB,C;OAEX,eAAe,UAAW,W;MAC1B,YAAY,C;MACZ,OAAO,QAAS,UAAhB,C;
QACI,MAAM,YAAN,EAAM,oBAAN,UAAiB,QAAS,O;;MAE9B,IAAI,QAAQ,KAAM,OAAlB,C;QACI,MAAM,
KAAN,IAAe,I;OAEnB,OAAO,K;K;IAIX,yB;MAG6C,sBAAY,OAAZ,E;K;wGAE7C,yB;MAAA,+D;MAAA,gC;Q
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A,0C;QAII,qBAAqB,QAArB,C;QAC8B,gBAAvB,eAAa,QAAb,C;QAA6B,aJGpC,W;QIHA,OJIO,SIJ4C,Q;O;KA
LvD,C;IASA,wB;MAG2C,oBAAU,OAAV,E;K;sGAE3C,yB;MAAA,uE;MAAA,gC;QAI8B,gBAAnB,oB;QAAyB,
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,yB;MAAA,uE;MAAA,0C;QAIyC,gBAA9B,mBAAoB,QAApB,C;QAAoC,aJtC3C,W;QIsCA,OJrCO,SIqCmD,Q;
O;KAJ9D,C;IAQA,mC;MAOqB,Q;MAAA,kC;MAAjB,iBAAc,CAAd,yB;QACI,sBAAK,KAAL,EAAc,KAAd,C;;
K;IAIR,+B;MAMuD,sBAAQ,4BAAR,C;K;IAEvD,6B;MAIwE,kBAAhB,0B;MAAwB,uB;MAAxB,OJjE7C,W;K;II
mEX,4B;MAQI,gBAAgB,SAAhB,EAAsB,cAAtB,C;K;IAGJ,2C;MAQI,gBAAgB,SAAhB,EAAsB,UAAtB,C;K;IA
GJ,2C;MACI,IAAI,IAAK,KAAL,IAAa,CAAjB,C;QAAoB,M;MAEpB,YAAY,YAAY,IAAZ,C;MACZ,gBAAc,KA
Ad,EAAqB,UAArB,C;MAEA,aAAU,CAAV,MAAkB,KAAM,OAAxB,M;QACI,iBAAK,CAAL,EAAU,MAAM,C
AAN,CAAV,C;;K;IAIR,uC;MACI,OAAO,gBAAkB,IAAlB,O;K;IAGX,iF;MAII,oCAAa,2BAAkB,UAAlB,EAA8B
,QAA9B,EAAwC,MAAO,OAA/C,C;MACb,gBAAgB,WAAW,UAAX,I;MAChB,oCAAa,2BAAkB,iBAAlB,EAAq
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AJ,EAAc,iBAAd,C;;QAExB,IAAI,WAAW,WAAX,IAA0B,qBAAqB,UAAnD,C;UACI,iBAAc,CAAd,UAAsB,SA
AtB,U;YACI,YAAY,oBAAoB,KAApB,IAAZ,IAAyC,OAAO,aAAa,KAAb,IAAP,C;;;UAG7C,mBAAc,YAAY,CA
AZ,IAAd,aAAmC,CAAnC,Y;YACI,YAAY,oBAAoB,OAApB,IAAZ,IAAyC,OAAO,aAAa,OAAb,IAAP,C;;;;K;8G
AMzD,qB;MAEgF,gB;K;kGAEhF,yB;MAAA,4D;MAAA,4B;QAC8E,OAAK,aAAL,SAAK,C;O;KADnF,C;sGAI
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;OAEJ,OAAO,K;K;IAGX,mC;MAEI,IAAI,QAAQ,CAAZ,C;QACI,oB;OAEJ,OAAO,K;K;IAIX,mC;MAIqD,mB;K
;IAErD,wC;MPzNI,IAAI,EOgOI,YAAY,CPhOhB,CAAJ,C;QACI,cO+NqB,gC;QP9NrB,MAAM,gCAAyB,OAAQ,
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O,I;;MAGf,OAAO,K;K;yDAGX,oB;MAGoB,Q;MAFhB,qB;MACA,eAAe,K;MACC,0B;MAAhB,OAAgB,cAAhB
,C;QAAgB,yB;QACZ,IAAI,eAAI,OAAJ,CAAJ,C;UAAkB,WAAW,I;;MAEjC,OAAO,Q;K;IAKuC,sE;MAAA,qB;
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AAV,C;K;IAKU,sE;MAAA,qB;QAAE,QAAO,gBAAP,mB;O;K;4DAFpD,oB;MAEY,Q;MADR,qB;MACA,OAAo
C,YAA5B,iEAA4B,EAAU,oDAAV,C;K;gDAGxC,Y;MACI,qB;MACA,eAAe,IAAK,W;MACpB,OAAO,QAAS,U
AAhB,C;QACI,QAAS,O;QACT,QAAS,S;;K;iDAIjB,Y;MAE8B,OAAA,IAAK,U;K;yDAGnC,Y;K;;IC3CgD,+B;M
AAiC,oC;MACjF,gBAA8B,C;K;8CAM9B,mB;MAMI,qB;MACA,iBAAI,SAAJ,EAAU,OAAV,C;MACA,OAAO,I
;K;mDAGX,2B;MAMc,UACF,M;MANR,oCAAa,4BAAmB,KAAnB,EAA0B,SAA1B,C;MAEb,qB;MACA,aAAa,
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Ad,C;QACA,UAAU,I;;MAEd,OAAO,O;K;0CAGX,Y;MACI,qB;MACA,yBAAY,CAAZ,EAAe,SAAf,C;K;IAKiB,
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sDAGX,mB;MACI,iBAAc,sBAAd,WAA+B,CAA/B,U;QACI,IAAI,wBAAI,KAAJ,GAAc,OAAd,CAAJ,C;UACI,O
AAO,K;;MAGf,OAAO,E;K;iDAGX,Y;MAA6D,iCAAa,CAAb,C;K;yDAC7D,iB;MAAuE,sDAAiB,KAAjB,C;K;o
DAGvE,8B;MAA4E,uCAAQ,IAAR,EAAc,SAAd,EAAyB,OAAzB,C;K;wDAE5E,8B;MAII,eAAe,0BAAa,SAAb,
C;MACf,YAAO,UAAU,SAAV,I;MnEuDX,iBAAc,CAAd,UAAsB,KAAtB,U;QmEtDiB,e;QACA,iB;;K;2CAIjB,iB
;MAMI,IAAI,UAAU,IAAd,C;QAAoB,OAAO,I;MAC3B,IAAI,2BAAJ,C;QAAuB,OAAO,K;MAE9B,OAAO,oCA
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AJ,C;K;wDAGX,Y;MtE5CJ,IAAI,EsE6CU,gBAAQ,EtE7ClB,CAAJ,C;QACI,csE4CwB,sE;QtE3CxB,MAAM,6BA
AsB,OAAQ,WAA9B,C;OsE6CF,6BAAS,WAAT,C;MACA,eAAQ,W;MACR,cAAO,E;K;;IAOqB,6D;MAHpC,oB;
MAGmD,wD;MAG3C,oCAAa,4BAAmB,KAAnB,EAA0B,WAAyB,KAAnD,C;MACb,eAAa,K;K;iEAGjB,Y;MA
AsC,sBAAQ,C;K;+DAE9C,Y;MAAgC,mB;K;8DAEhC,Y;MACI,IAAI,CAAC,kBAAL,C;QAAoB,MAAM,6B;MA
E1B,eAAO,mCAAP,EAAO,YAAP,C;MACA,OAAO,wBAAI,WAAJ,C;K;mEAGX,Y;MAAoC,sBAAQ,CAAR,I;K
;+DAEpC,mB;MACI,wBAAI,YAAJ,EAAW,OAAX,C;MACA,mC;MACA,cAAO,E;K;+DAGX,mB;MtElFJ,IAAI,
EsEmFU,gBAAQ,EtEnFlB,CAAJ,C;QACI,csEkFwB,4E;QtEjFxB,MAAM,6BAAsB,OAAQ,WAA9B,C;OsEkFF,w
BAAI,WAAJ,EAAU,OAAV,C;K;;IAIgB,+D;MAAuF,8B;MAAtF,kB;MAA0C,4B;MAC/D,eAAyB,C;MAGrB,oC
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0B;MACI,oCAAa,4BAAmB,KAAnB,EAA0B,YAA1B,C;MAEb,WAAK,aAAI,mBAAY,KAAZ,IAAJ,EAAuB,OA
AvB,C;MACL,mC;K;wDAGJ,iB;MACI,oCAAa,2BAAkB,KAAlB,EAAyB,YAAzB,C;MAEb,OAAO,wBAAK,mB
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AyB,YAAzB,C;MAEb,OAAO,WAAK,aAAI,mBAAY,KAAZ,IAAJ,EAAuB,OAAvB,C;K;mGAGO,Y;MAAQ,mB
;K;2DAE/B,Y;MAA+C,WAAK,iB;K;;;ICxMN,8B;MAAiC,sB;MAwCnF,uBAAoC,I;MA+CpC,yBAA6C,I;K;IAlF
R,oD;MAAC,wB;MAGlC,gBAAqB,K;K;iFAHa,Y;MAAAA,yB;K;uGAKZ,Y;MAAQ,oB;K;8DAE9B,oB;MAKI,eA
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EAAc,IAAd,C;K;sDAClC,iB;MAA4C,+DAAY,IAAZ,EAAkB,KAAlB,C;K;;IAlB5C,8E;MAAAA,wE;MAAsC,2CA
AK,KAAM,IAAX,EAAgB,KAAM,MAAtB,C;MAAtC,Y;K;IAsBJ,+C;MACsE,6B;K;mEAClE,mB;MAAmD,kCA
Ac,OAAd,C;K;iEAEnD,mB;MAAiD,gCAAY,OAAZ,C;K;;yCAIrD,Y;MACI,YAAQ,Q;K;IAOQ,+F;MAAAA,sD;M
AAS,6B;K;uFACb,mB;MAAwC,MAAM,qCAA8B,8BAA9B,C;K;mFAC9C,Y;MACI,4BAAwB,Q;K;4FAG5B,mB
;MAAsD,sDAAY,OAAZ,C;K;IAI3C,oH;MAAA,kD;K;4GACH,Y;MAAkC,OAAA,0BAAc,U;K;yGAChD,Y;MAA

yB,OAAA,0BAAc,OAAO,I;K;2GAC9C,Y;MAAwB,0BAAc,S;K;;sFAL9C,Y;MACI,oBAAoB,oCAAQ,W;MAC5
B,6G;K;0FAOJ,mB;MACI,qB;MACA,IAAI,+CAAY,OAAZ,CAAJ,C;QACI,4BAAwB,cAAO,OAAP,C;QACxB,O
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xD,iBAAI,GAAJ,EAAS,KAAT,C;;K;IAQc,iG;MAAA,sD;MAAS,oC;K;yFACf,mB;MAAwC,MAAM,qCAA8B,gC
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B,0BAAc,S;K;;wFAL9C,Y;MACI,oBAAoB,oCAAQ,W;MAC5B,+G;K;sIAOmB,Y;MAAQ,OAAA,4BAAwB,K;K
;8FAEvD,Y;MAAsC,4BAAwB,iB;K;;4FAnB1E,Y;MACI,IAAI,8BAAJ,C;QACI,iG;OAoBJ,OAAO,qC;K;gDAGf,e
;MACI,qB;MACA,WAAW,YAAQ,W;MACnB,OAAO,IAAK,UAAZ,C;QACI,YAAY,IAAK,O;QACjB,QAAQ,KA
AM,I;QACd,IAAI,YAAO,CAAP,CAAJ,C;UACI,YAAY,KAAM,M;UAClB,IAAK,S;UACL,OAAO,K;;MAGf,OA
AO,I;K;kDAIX,Y;K;;IC3I+C,8B;MAAiC,oC;K;0CAEhF,iB;MAMI,IAAI,UAAU,IAAd,C;QAAoB,OAAO,I;MAC3
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BlC,Y;MAEI,qB;MACA,4BAAa,I;MACb,OAAO,I;K;qCAGX,Y;K;iDAGA,uB;K;iFAG8B,Y;MAAQ,OAAA,oBA
AM,O;K;sCAC5C,iB;MACyC,Q;MAAA,oCAAM,0BAAW,KAAX,CAAN,4D;K;sCACzC,0B;MAIW,IAAa,I;MA
HpB,qB;MACA,0BAAW,KAAX,C;MAEoB,gBAAb,qBAAM,KAAN,C;MAAqB,qC;MAA5B,OAAO,CAAa,OtE8
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,qC;K;yCAGJ,oB;MACI,qB;MACA,IAAI,QAAS,UAAb,C;QAAwB,OAAO,K;MAE/B,uBAAA,oBxEioDoB,QMjr
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CAGX,8B;MACI,qB;MACA,qC;MACM,oBAAY,QAAO,SAAP,EAAkB,UAAU,SAAV,IAAlB,C;K;gCAGtB,Y;M
ACI,qB;MACA,uB9BhHuC,E;M8BiHvC,qC;K;wCAIJ,mB;MAA+C,OAAM,QAAN,oBAAM,EAAQ,OAAR,C;K;
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E;OAGlB,OAAO,K;K;kCAGX,Y;MACI,OAAO,EAAS,MAAM,MAAK,oBAAL,C;K;yCAI1B,Y;MACI,IAAI,yBA
AJ,C;QAAgB,MAAM,oC;K;+CAG1B,iB;MACI,oCAAa,kCAAyB,SAAzB,C;MADoB,Y;K;wDAIrC,iB;MACI,oC
AAa,mCAA0B,SAA1B,C;MAD6B,Y;K;;IAlJ9C,+B;MAAA,mD;MAG8B,sB9BRa,E8BQb,C;MAH9B,Y;K;IAKA,
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,EAAwC,CAAxC,EAAiD,cAAN,KAAM,CAAjD,EAA4D,eAAW,UAAX,CAA5D,C;;K;IAMiB,kD;MAAA,uB;QA
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UAA5D,C;;K;IAIR,gE;MACI,IAAI,aAAY,UAAU,CAAV,IAAZ,CAAJ,C;QACI,UAAU,KAAV,EAAwC,SAAxC,
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K;IAF3C,0B;MACI,IAAI,6BAAJ,C;QACI,iBAAiB,gB;QACX,KAAY,MAAK,UAAL,C;;QAElB,UAAU,KAAV,E
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AL,C;MAClB,mBAAc,CAAd,YAAsB,KAAM,OAA5B,Y;QACI,QAAQ,MAAM,UAAQ,CAAR,IAAN,C;QACR,Q
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,OAAQ,C;eACnC,sC;YAAmC,2BAAR,OAAQ,C;eACnC,uC;YAAmC,2BAAR,OAAQ,C;;YAEA,kBAAR,OAAQ,
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,C;QACI,cAdW,e;QAeX,MAAM,6BAAsB,OAAQ,WAA9B,C;OkF0BN,YAAY,mB;MACZ,IAAI,SAAS,IAAb,C;
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B;;MAElB,yBAAO,I;MACP,yBAAO,I;K;oCA8CX,Y;MAEI,qB;MACA,4BAAa,I;MACb,OAAO,I;K;oCAGX,Y;
MACI,qB;MACA,kBAAI,Q;MACJ,sBAAO,I;K;gDASX,e;MAAmD,OAAA,kBAAI,mBAAY,GAAZ,C;K;kDAEv
D,iB;MACiC,Q;MAAA,0B;MAAA,iB;QAAQ,OAAO,K;OAA5C,WAA6B,I;;QAEzB,IAAI,OAAA,IAAK,MAAL,
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AO,I;;QAEP,OAAO,GAAI,gBAAS,KAAT,C;;K;2CAInB,e;MACI,qB;MAEA,YAAY,kBAAI,cAAO,GAAP,C;MA
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GuB,qB;MA9J3B,yB;MA+JQ,sBAAM,gB;MAJV,Y;K;IAOA,iD;MAAA,uD;MAAoD,qB;MAlKxD,yB;MAoKc,Q;
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AgLQ,sBAAM,gB;MATV,Y;K;IAYA,sD;MAAA,uD;MAA2C,qBAAK,eAAL,EAAsB,GAAtB,Q;MAA3C,Y;K;IA
EA,+C;MAAA,uD;MAG2C,qB;MAxL/C,yB;MAyLQ,sBAAM,gB;MACN,KAAK,gBAAO,QAAP,C;MALT,Y;K;I
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;MAAgD,6B;MAAvD,OhFoBO,S;K;;;;kFiFzEX,uB;MAQI,OAAO,O;K;ICXX,sB;K;mCACI,Y;MACI,mBAAM,IA
AN,C;K;2CAGJ,mB;MACI,mBAAM,OAAN,C;MACA,c;K;iCAKJ,Y;K;;IAKuB,oC;MAA8B,qB;MAA7B,gC;K;2
CACxB,mB;MAEI,oBA+DyC,OA/Dd,OA+Dc,C;MA9DzC,iBAAa,OAAM,aAAN,C;K;;IAIrB,8B;MAEoC,qB;K;i
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X,C;K;IAdZ,sF;IyC5C2E,0C;M1CkKhE,Q;MADP,e0ChKA,M1CgKA,C;MACO,Q0CjKP,M1CiKO,+D;M0ChKX,
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ASA,yB;MAAA,iB;MAAA,oB;QAOkD,OAAA,MAAW,KAAI,CAAJ,C;O;KAP7D,C;qEASA,yB;MAAA,iB;MA
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,C;O;KAAnB,C;iFAE7C,yB;MAAA,6C;MAAA,kC;QAK8D,OAAK,SAAL,SAAK,EAAc,IAAd,C;O;KALnE,C;IA
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,C;;MAHJ,W;K;IAOJ,8B;MAC4E,QAAM,QAAS,OAAf,C;aACxE,C;UADwE,OACnE,WAAW,SAAS,CAAT,CA
AX,C;aACL,C;UAFwE,OAEnE,+B;gBAFmE,OAGhE,iB;;K;IAGZ,oC;MAEU,IAAN,I;MAAA,QvEhB0C,OuEgB3
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B,8BAAiB,kB;eACtC,0B;YAAmC,OAAjB,8BAAiB,e;eACnC,0B;YAAmC,OAAjB,8BAAiB,e;eACnC,2B;YAAo
C,OAAjB,8BAAiB,gB;eACpC,yB;YAAkC,OAAjB,8BAAiB,c;eAClC,0B;YAAmC,OAAjB,8BAAiB,e;eACnC,2B;
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BxB,K;;MAAA,W;K;IAgCJ,4B;MAMW,Q;MAJP,IAAI,WAAW,MAAf,C;QAA6B,OAAO,8BAAiB,Y;OAErD,eA
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Ab,C;QACI,iBAAsB,SAAY,Y;QAClC,IAAI,kBAAJ,C;UACS,SAAL,eAA+B,iBAAc,SAAd,E;;UAE/B,UAAW,W
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HpB,mBAAwB,C;MACxB,gBAAqB,C;MACrB,mBAAwB,C;MACJ,OxHyIjB,MAAO,KwHzIgB,eAAS,OAAT,G
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;O;MAGI,uEAGY,GAHZ,C;MAIA,yEAGa,MAHb,C;MAIA,yEAGa,SAHb,C;MAIA,+DAGQ,KAHR,C;MAIA,+D
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;IAEW,+D;MAAA,0C;MAAS,mB;MACxC,iBAAgB,yBAAQ,S;K;8DACxB,Y;M5HyEG,Q4HxEC,8BAAQ,QAA
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AsB,IAAI,C+I7lIkB,sB/I6lIP,O+I7lIO,C/I6lItB,C;UAAyB,WAAY,WAAI,OAAJ,C;;M+I7lI3D,qB/I8lIO,W;M+I7lI
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GX,8C;MAOmB,c;;Q/Ii3YC,Q;QAAhB,wB+Ij3YI,U/Ii3YJ,gB;UAAgB,c+Ij3YZ,U/Ii3YJ,M;UAAsB,I+Ij3YD,sB/I
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D,MC/BC,C/Gg1C6C,uBAAzB,CAAyB,C;QbnmB9E,kBAAS,gB;QA2FA,U;QAAA,+B;QAAhB,OAAgB,gBAAh
B,C;UAAgB,6B;UAAM,I2HzyB4C,4B3HyyB9B,S2HzyB8B,C3HyyB5C,C;YAAwB,WAAY,WAAI,SAAJ,C;;Q2
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C;K;+GAw0BX,wD;MAEwC,6B;QAAA,gBAAyB,E;MAAI,uB;QAAA,UAAoB,K;MAAO,0B;QAAA,aAAuB,K;
MAAO,wB;QAAA,WAAqB,K;MAC/I,QAAQ,E;MACR,EAAE,eAAF,IAAqB,a;MACrB,EAAE,SAAF,IAAe,O;M
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Ae,O;MACf,EAAE,YAAF,IAAkB,U;MAClB,EAAE,UAAF,IAAgB,Q;MAChB,OAAO,C;K;mIAiCX,+B;MAEgD,
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K;4EAyYnE,4B;MAE0E,iBAAY,KAAZ,C;K;oIC7a1E,4H;MAE8C,qB;QAAA,QAAiB,E;MAAI,6B;QAAA,gBAA
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;QAAA,kBAmJrO,U;OAnJ6S,4B;QAAA,eAA+B,S;MAC3a,QAAQ,E;MACR,EAAE,OAAF,IAAa,K;MACb,EAA

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EzB,WAAW,I;;UAGP,OAAZ,kBAAY,EAAK,IAAL,EAAW,OAAX,EAAoB,IAApB,C;;UAGE,oB;UAAuB,SAAZ
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;+DAEjC,Y;MACI,IAAI,CAAC,2BAAL,C;QACI,MAAM,6B;MACV,OAAO,gCAAe,O;K;kEAG1B,Y;MACI,OA
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,C;K;;IAGP,+C;MAAuE,2B;MAAtE,sB;MAAiC,gC;MAClE,kBAAuB,c;K;6CAEvB,Y;MACI,OAAO,aAAO,UAA
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,2C;aAjB/D,kG;K;;IAoBJ,uC;MAAA,e;MAAA,iB;MAAA,uB;K;IAAA,qC;MAAA,wC;O;MASI,4E;MAMA,8E;M
AOA,4E;MAOA,kE;K;;IApBA,mD;MAAA,2B;MAAA,2C;K;;IAMA,oD;MAAA,2B;MAAA,4C;K;;IAOA,mD;M

AAA,2B;MAAA,2C;K;;IAOA,8C;MAAA,2B;MAAA,sC;K;;IA7BJ,iC;MAAA,+K;K;;IAAA,sC;MAAA,a;aAAA,c;
UAAA,gD;aAAA,e;UAAA,iD;aAAA,c;UAAA,gD;aAAA,S;UAAA,2C;gBAAA,oE;;K;;oFAqCA,mB;K;;;;;;;;;;;;;;;;
;;I5HiBiD,gD;MAAA,oB;QACzC,WAAW,sBAAmB,YAAF,CAAE,CAAnB,C;QACX,cAAM,IAAN,C;QADA,OA
EA,IAAK,a;O;K;;;;IAtHb,+B;K;;iFAUA,yB;MAAA,4B;MAAA,mC;QAMI,6BDgDQ,WChDkB,KDgDlB,CChDR,
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AQ,2B;OAXpB,E;MAAA,0DAaQ,kB;QACI,wBAAW,MAAX,C;O;MAdZ,sF;MAAA,sC;QASI,0D;O;KATJ,C;IAi
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,C;;M6HzIA,yC;;IAAA,uC;MAAA,2C;K;;;IAAA,mD;MAAA,kD;QAAA,iC;OAAA,2C;K;+EAkBA,wB;K;oDAaA
,e;MAK2C,IAAI,IAAJ,EAGK,M;MAL5C,IAAI,+CAAJ,C;QAEI,OAAW,GAAI,kBAAS,IAAK,IAAd,CAAR,GAA
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,GAAgE,I;K;;;;ICtChD,oD;MACf,cAAc,GAAI,kBAAS,OAAQ,IAAjB,C;MAClB,IAAI,YAAY,mCAAhB,C;QAD
A,OACuC,O;;QAEnC,kBAAkB,oBAAQ,yCAAR,C;QAClB,IAAI,mBAAJ,C;UAJJ,OAI6B,oBAAgB,OAAhB,EA
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K;8CAdxB,mB;MAKI,OAAI,YAAY,mCAAhB,GAAuC,IAAvC,GACI,OAAQ,cAAK,IAAL,EAAW,4BAAX,C;K;
;;;;;qDAiCZ,e;MAEyB,Q;MADrB,OACI,OAAA,IAAK,IAAL,EAAY,GAAZ,CAAJ,GAAqB,0EAArB,GAAoC,I;K;
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DAC7C,e;MAA8C,eAAQ,IAAR,IAAgB,8BAAe,G;K;;IAGjF,+C;MAW2C,IAAI,IAAJ,EAGV,M;MAL7B,IAAI,+
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mB;MAAwE,c;K;uDACxE,e;MAA8D,W;K;+CAC9D,Y;MAAsC,Q;K;+CACtC,Y;MAAyC,8B;K;;;IAb7C,6C;MA
AA,4C;QAAA,2B;OAAA,qC;K;IAqB8B,wC;MAC1B,kB;MACA,wB;K;4CAGA,e;MAGQ,Q;MAFJ,UAAU,I;MA
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C,qB;;QAC7B,2BAAgB,OAAhB,EAAyB,cAAzB,C;MAHZ,W;K;uCAOJ,Y;MAIc,IAAI,IAAJ,Q;MAHV,UAAU,I;
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AJ,C;QACI,cAdW,e;QAeX,MAAM,6BAAsB,OAAQ,WAA9B,C;O8KuFN,OAAO,+BAAW,qDAAX,C;K;IAGa,8
C;MACpB,kD;MADqB,wB;K;IACrB,gD;MAAA,oD;MACI,4B;K;;;IADJ,4D;MAAA,2D;QAAA,0C;OAAA,oD;K;
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B,cAAA,SAAhB,M;QAAsB,cAAwB,yBAAa,OAAb,C;;M4Ln9YT,O5Lo9Y9B,W;K;;;I6LtoZX,oE;MA4BI,MAA
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D;MAAA,gC;MAAA,2C;K;;IAL1E,sC;MAAA,sJ;K;;IAAA,2C;MAAA,a;aAAA,qB;UAAA,4D;aAAA,W;UAAA,k
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,qC;MAAA,yD;K;;IACA,iE;MAAA,qC;MAAA,yD;K;;IACA,4D;MAAA,qC;MAAA,oD;K;;IAPJ,2C;MAAA,6K;K
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;O;MAXrF,oG;MAAA,yC;QAUI,wDAA+B,YAA/B,C;O;KAVJ,C;uHAcA,yB;MAAA,+D;MAAA,kC;MAAA,wF;
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1D,Y;MAA8B,OAAA,oBAAc,U;K;+CAC5C,iB;MAAwC,OAAA,oBAAc,iBAAQ,KAAR,C;K;+CACtD,uB;MAA
mD,OAAA,oBAAc,iBAAQ,IAAR,EAAc,KAAd,C;K;wCAEjE,Y;MAAgC,OAAA,oBAAc,W;K;gDAC9C,iB;MAA
2C,OAAA,oBAAc,kBAAS,KAAT,C;K;gDACzD,uB;MAAuD,OAAA,oBAAc,kBAAS,IAAT,EAAe,KAAf,C;K;2C
AErE,Y;MAAsC,OAAA,oBAAc,c;K;0CAEpD,Y;MAAoC,OAAA,oBAAc,a;K;kDAClD,iB;MAAiD,OAAA,oBAA
c,oBAAW,KAAX,C;K;kDAC/D,uB;MAA+D,OAAA,oBAAc,oBAAW,IAAX,EAAiB,KAAjB,C;K;yCAE7E,Y;MA
AkC,OAAA,oBAAc,Y;K;iDAEhD,iB;MAAsD,OAAA,oBAAc,mBAAU,KAAV,C;K;iDACpE,gB;MAA+C,OAAA
,oBAAc,mBAAU,IAAV,C;K;yDAC7D,qC;MACI,OAAA,oBAAc,mBAAU,KAAV,EAAiB,SAAjB,EAA4B,OAA5
B,C;K;;;IAtCtB,sC;MAAA,qC;QAAA,oB;OAAA,8B;K;;IA0CJ,wB;MAauC,yBAAa,IAAb,EAAmB,IAAK,IAAI,E
AA5B,C;K;IAEvC,wB;MAawC,yBAAa,IAAK,QAAlB,EAA2B,IAAK,YAAI,EAAJ,CAAQ,QAAxC,C;K;IAGxC,
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N,GAAa,UAAb,C;QAF8C,OAEhB,0BAAQ,KAAM,MAAd,EAAqB,KAAM,KAAN,GAAa,CAAb,IAArB,C;WAC
9B,IAAA,KAAM,MAAN,GAAc,WAAd,C;QAH8C,OAGf,0BAAQ,KAAM,MAAN,GAAc,CAAd,IAAR,EAAyB,
KAAM,KAA/B,IAAuC,CAAvC,I;;QAHe,OAItC,mB;K;IAGZ,oC;MAUI,IAAA,KAAM,UAAN,C;QAAmB,MAA
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B,KAAM,KAAN,yBAAa,CAAb,EAAtB,C;WAC/B,IAAA,KAAM,MAAN,+C;QAHiD,OAGjB,2BAAS,KAAM,M
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f,GAAyC,CAAX,CAAC,QAAD,IAAW,KAAI,E;K;IAEjD,uC;MvLtVI,IAAI,EuLsVuD,QAAQ,IvLtV/D,CAAJ,C;
QACI,cuLqVuE,+B;QvLpVvE,MAAM,gCAAyB,OAAQ,WAAjC,C;Q;IuLqVd,yC;MvLvVI,IAAI,EuLuVyD,sBA
AQ,IAAR,KvLvVzD,CAAJ,C;QACI,cuLsVyE,+B;QvLrVzE,MAAM,gCAAyB,OAAQ,WAAjC,C;Q;IuLsVd,yC;M
vLxVI,IAAI,EuLwV6D,QAAQ,IvLxVrE,CAAJ,C;QACI,cuLuV6E,+B;QvLtV7E,MAAM,gCAAyB,OAAQ,WAAj
C,C;Q;IuLwVd,yC;MAAyD,oCAA0B,IAA1B,qBAAiC,KAAjC,kB;K;ICrXzD,6B;MAOqC,OnMmYE,SmMnYF,m
BnMmYE,C;K;ImMjYvC,sC;MASgD,6BAAS,WAAT,EAAa,KAAb,C;K;IAEhD,4C;MAUI,qBAAqB,IAArB,EAA
2B,KAA3B,C;MAEA,iBAAiB,InMqQgB,KmMrQhB,GAAiB,W;MAClC,kBAAkB,KnMoQe,KmMpQf,GAAkB,W
;MAEpC,mBAAmB,0BAAQ,UAAR,EAAoB,WAApB,IAAqC,W;MACxD,OnMsWmC,SmMtW5B,YnMsW4B,C;

K;ImMnWvC,sC;MAWI,IAAA,KAAM,UAAN,C;QAAmB,MAAM,gCAAyB,uCAAoC,KAA7D,C;;QACzB,InMG
kE,YmMHlE,KAAM,KnMG6E,KAAjB,EmMHrD,4BAAK,UnMG6E,KAA7B,CmMHlE,K;UAFiD,OAElB,sBAA
S,KAAM,MAAf,EnMqBsB,SmMrBA,KAAM,KnMqBI,KAAK,GAAW,CmMrBb,WnMqBa,MAAX,IAAf,CmMrB
tB,C;;UAC/B,InMEkE,YmMFlE,KAAM,MnME6E,KAAjB,EmMFpD,4BAAK,UnME4E,KAA7B,CmMFlE,K;YA
HiD,OnMuBI,SmMpBrB,sBnMiCsB,SmMjCb,KAAM,MnMiCiB,KAAK,GAAY,CmMjC1B,WnMiC0B,MAAZ,IA
Af,CmMjCtB,EAA2B,KAAM,KAAjC,CnMoB+B,KAAK,GAAW,CmMpBN,WnMoBM,MAAX,IAAf,C;;YmMvB
J,OAIzC,mB;;;K;IAGZ,8B;MAOuC,OnL0VG,UmL1VH,oBnL0VG,C;K;ImLxV1C,uC;MASmD,8BAAU,2BAAV,
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6TsC,UmL7T/B,YnL6T+B,C;K;ImL1T1C,uC;MAWI,IAAA,KAAM,UAAN,C;QAAmB,MAAM,gCAAyB,uCAAo
C,KAA7D,C;;QACzB,InL7CmE,amL6CnE,KAAM,KnL7C+E,KAAlB,EmL6CtD,6BAAM,UnL7C8E,KAA9B,Cm
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Q7C,UAAW,oBAAL,CmMtOyB,WnMsOzB,MAAK,CAAL,iBAAN,CgBtQ6C,MAAX,CAAhB,CmLgCvB,C;;UA
ChC,InL9CmE,amL8CnE,KAAM,MnL9C+E,KAAlB,EmL8CrD,6BAAM,UnL9C6E,KAA9B,CmL8CnE,K;YAHo
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O,K;K;IAIX,2C;MxLrHI,IAAI,EX2B8D,YmM0FD,KnM1FkB,KAAjB,EmM0FO,InM1FsB,KAA7B,CmM0FD,Ix
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,EKmC+D,amLmFC,KnLnFiB,KAAlB,EmLmFS,InLnFqB,KAA9B,CmLmFC,IxLtHhE,CAAJ,C;QACI,cwLqHgF,
+B;QxLpHhF,MAAM,gCAAyB,OAAQ,WAAjC,C;Q;IyLpBc,6C;MAsCxB,oC;MA/BA,iB;MANA,Y;MACA,Y;M
ACA,Y;MACA,Y;MACA,Y;MACA,sB;MzLYA,IAAI,EyLLQ,CAAC,WAAK,QAAL,GAAU,QAAV,GAAe,QAAf
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O,C;MAClB,WAAI,Q;MACJ,WAAI,Q;MACJ,WAAI,Q;MACJ,SAAS,Q;MACT,WAAI,E;MACJ,IAAK,IAAO,KA
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AAJ,I;K;8CAGX,oB;MACI,OAAU,cAAV,cAAU,EAAc,QAAd,C;K;IAEd,kC;MAAA,sC;MACI,4B;K;;;IADJ,8C;
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8C;MACjD,4B;MACA,0C;K;oEADA,Y;MAAA,2B;K;2EACA,Y;MAAA,kC;K;uCAGA,iB;MACI,OAAO,0CAAg
C,kBAAa,KAAM,UAAnB,KAC/B,mBAAS,KAAM,MAAf,KAAwB,0BAAgB,KAAM,aAAtB,CADO,CAAhC,C;
K;yCAIX,Y;MACI,OAAW,cAAJ,GAAe,EAAf,GAAuB,MAAW,SAAN,UAAM,CAAX,QAAqC,SAAb,iBAAa,CA
ArC,I;K;yCAGlC,Y;MAAkC,OAAE,UAAF,qBAAU,iB;K;;IAGhD,kC;MAM6E,2BAAgB,SAAhB,EAAsB,IAAtB,
C;K;;;0DAYzE,iB;MAA2C,qCAAiB,UAAjB,EAAwB,KAAxB,KAAkC,8BAAiB,KAAjB,EAAwB,iBAAxB,C;K;i
DAC7E,Y;MAAkC,QAAC,8BAAiB,UAAjB,EAAwB,iBAAxB,C;K;;IAcR,gD;MAI3B,gBAAqB,K;MACrB,uBAA
4B,Y;K;0FACD,Y;MAAQ,oB;K;iGACD,Y;MAAQ,2B;K;2DAE1C,gB;MAA+D,YAAK,C;K;mDAEpE,iB;MAAg
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C;K;2CAIX,Y;MACI,OAAW,cAAJ,GAAe,EAAf,GAAuB,MAAY,SAAP,aAAO,CAAZ,QAAuC,SAAd,oBAAc,C
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B,C;K;IAQvD,+C;MAI1B,gBAAqB,K;MACrB,uBAA4B,Y;K;yFACF,Y;MAAQ,oB;K;gGACD,Y;MAAQ,2B;K;0
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,SAAhB,IAA0B,yBAAiB,KAAM,gBADpB,CAA9B,C;K;0CAIX,Y;MACI,OAAW,cAAJ,GAAe,EAAf,GAAuB,M
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B,+C;MACI,IAAI,CAAC,UAAL,C;QAAiB,MAAM,gCAAyB,iCAA8B,IAA9B,iBAAzB,C;K;IC5I3B,gC;MAcW,
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;;;;;;ICvBhB,yC;MA2B9B,uC;MA1BA,wB;MAIA,gB;M5LQA,IAAI,E4LDS,iBAAY,IAAb,MAAuB,iBAAvB,C5L
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A/B,C;K;;;IArCR,iD;MAAA,gD;QAAA,+B;OAAA,yC;K;;2CArCJ,Y;MAWI,oB;K;2CAXJ,Y;MAeI,gB;K;6CAfJ,0
B;MAAA,2BAWI,8CAXJ,EAeI,kCAfJ,C;K;yCAAA,Y;MAAA,c;MAWI,yD;MAIA,qD;MAfJ,a;K;uCAAA,iB;MA
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D;MAKA,8C;MAKA,gD;K;;IAVA,2C;MAAA,sB;MAAA,mC;K;;IAKA,oC;MAAA,sB;MAAA,4B;K;;IAKA,qC;
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,Q;MAAb,wBAAa,KAAb,gB;QAAa,WAAA,KAAb,M;QACI,yBAAO,IAAP,C;;MACJ,OAAO,S;K;mFAGX,qB;M
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8B;MAWsC,+B;K;0EAEtC,4B;MAM8D,OAAK,oBAAL,SAAK,CAAL,GAAkB,K;K;IAEhF,gD;MAQoC,0B;QA
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;+EAG1C,qB;MAMoD,4BAAU,C;K;sFAE9D,qB;MAMuD,0BAAS,C;K;mFAMhE,yB;MAAA,2C;MAAA,4B;QA
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C,qB;UACA,qB;UACA,WAAW,sBAAsB,QAAtB,EAAgC,eAAhC,C;UACX,IAAI,YAAY,IAAZ,IAAoB,yBAAY,I
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,aAArC,0BAA0B,SAA1B,CAAqC,EAAW,IAAX,CAA/C,C,C;;;aAIZ,c;QACI,MAAM,+B;;QACV,IAAM,cAAN,KA
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E,cAAe,OQ/xClF,CR+xCJ,EAA4G,IAA5G,CAAN,C;UACI,SAAS,gCAAS,S;;UAIlB,iBAA8B,I;UAC9B,iBAAiB,
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,sC;MAAC,gB;K;IAOf,4E;MAA8G,mB;MAA7G,4B;MAA6B,8B;MAAgD,sB;K;+DACpG,Y;MAAsC,OAAgC,aA
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;MAA+B,8B;MAAkD,sB;K;mEAC1G,Y;MAAsC,OAAgC,aAA/B,iBAAW,OAAX,GAAoB,gBAAW,EAAW,iBA
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,0B;MAgB8B,yE;MAC1B,mB;K;oCAEA,Y;MAA4B,qB;K;iDAE5B,oB;MAWc,Q;MADV,gBAAgB,QAAS,gBAA
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;K;4FCxDI,yB;MAAA,2D;MAAA,4B;QAAQ,MAAM,6BAAoB,6BAApB,C;O;KAAd,C;;;;ICSJ,uB;MAG2C,+BA
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,C;O;KALpD,C;wFAGA,yB;MAAA,4C;MAAA,wB;QAEoD,kBAAW,IAAX,EAAiB,KAAjB,C;O;KAFpD,C;wFA
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,C;O;KANpD,C;wFAOA,yB;MA+LA,kBAS6D,sB;MAT7D,+B;MgB/LA,oD;MhBAA,wB;QAMsD,OgBAA,ehBk

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,C;wFASA,yB;MA+HA,kBAS6D,sB;MAT7D,+B;MgB/LA,oD;MhBgEA,wB;QAQ6C,OgBlES,ehBkMjB,eAAW,o
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BAS6D,sB;MAT7D,+B;MAAA,mB;QASqC,sBAAW,oBAAL,SAAK,CAAL,iBAAN,C;O;KATrC,C;gFAWA,yB;
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B,4BAAK,UAA/B,C;K;;;IAFlC,2C;MAAA,0C;QAAA,yB;OAAA,mC;K;;IAYJ,oD;MA4CI,uC;MAtCI,IAAI,SAA
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Y;MAA4B,uB;K;;IAMhC,0B;K;oCAII,Y;MAA4B,wB;K;;IAMhC,wB;K;kCAII,Y;MAA4B,sB;K;;IAMhC,yB;K;m
CAII,Y;MAA4B,uB;K;;I7M5BP,qB;MAErB,6B;MAFwD,gB;K;IAExD,2B;MAAA,+B;MACI,iBAGoC,a;MAEpC,
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,yB;MjBqRA,WAS6D,wB;MAT7D,+B;MiB7PA,gD;MAxBA,wB;QAM0D,OAyBS,aAAa,IAAK,KAAlB,EAA8B,
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QA,aAS6D,0B;MAT7D,+B;Me9PA,gD;MAhBA,wB;QAM2D,OAiBQ,aAAa,IAAK,KAAlB,EAA8B,CfgQ5D,eAA
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;MiBpPA,wB;QAEuD,OASA,eAAM,IAAK,KAAK,KAAW,CjBkP7C,eAAW,oBiB3PiB,KjB2PtB,KAAK,CAAL,
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,OAMD,eAAM,IAAK,KAAK,KAAW,CfmP7C,eAAW,oBezPkB,KfyPvB,KAAK,CAAL,YAAN,CenP6C,MAAX,
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KALvD,C;4FAGA,yB;MAAA,+B;MAAA,wB;QAEuD,sBAAM,IAAK,KAAK,KAAK,KAAM,KAAX,CAAhB,C;
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6D,sB;MAT7D,+B;MgBrPA,wB;QAEuD,OAGC,eAAM,IAAK,KAAK,UAAY,ChByP/C,eAAW,oBgB5PkB,KhB4
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D,sBAAM,IAAK,KAAK,UAAM,KAAM,KAAZ,CAAhB,C;O;KAFxD,C;8FAIA,yB;MjB0NA,WAS6D,wB;MAT7
D,+B;MiB1NA,wB;QAEwD,OASA,eAAM,IAAK,KAAK,UAAY,CjBwN/C,eAAW,oBiBjOmB,KjBiOxB,KAAK,
CAAL,UAAN,CiBxN+C,MAAZ,CAAhB,C;O;KAXxD,C;8FAGA,yB;MfwNA,aAS6D,0B;MAT7D,+B;MexNA,w

B;QAEyD,OAMD,eAAM,IAAK,KAAK,UAAY,CfyN/C,eAAW,oBe/NoB,Kf+NzB,KAAK,CAAL,YAAN,CezN+
C,MAAZ,CAAhB,C;O;KARxD,C;8FAGA,yB;MhBwOA,kBAS6D,sB;MAT7D,+B;MgBxOA,wB;QAEuD,OAGC,
eAAM,IAAK,KAAK,UAAY,ChB4O/C,eAAW,oBgB/OkB,KhB+OvB,KAAK,CAAL,iBAAN,CgB5O+C,MAAZ,C
AAhB,C;O;KALxD,C;8FAGA,yB;MAAA,+B;MAAA,wB;QAEwD,sBAAM,IAAK,KAAK,UAAM,KAAM,KAAZ
,CAAhB,C;O;KAFxD,C;0FAIA,yB;MjB6MA,WAS6D,wB;MAT7D,+B;MiBpMA,8C;MATA,wB;QAEsD,OASA,
YAAY,IAAZ,EjB2MjB,eAAW,oBiBpNe,KjBoNpB,KAAK,CAAL,UAAN,CiB3MiB,C;O;KAXtD,C;0FAGA,yB;
Mf2MA,aAS6D,0B;MAT7D,+B;MerMA,8C;MANA,wB;QAEuD,OAMD,YAAY,IAAZ,Ef4MjB,eAAW,oBelNgB,
KfkNrB,KAAK,CAAL,YAAN,Ce5MiB,C;O;KARtD,C;0FAGA,yB;MhB2NA,kBAS6D,sB;MAT7D,+B;MgBxNA,
8C;MAHA,wB;QAEqD,OAGC,YAAY,IAAZ,EhB+NjB,eAAW,oBgBlOc,KhBkOnB,KAAK,CAAL,iBAAN,CgB/
NiB,C;O;KALtD,C;0FAGA,yB;MAAA,8C;MAAA,wB;QAEsD,mBAAY,IAAZ,EAAkB,KAAlB,C;O;KAFtD,C;0F
AIA,yB;MjBgMA,WAS6D,wB;MAT7D,+B;MiB3KA,oD;MArBA,wB;QAMsD,OAqBA,eAAe,IAAf,EjB8KjB,eA
AW,oBiBnMe,KjBmMpB,KAAK,CAAL,UAAN,CiB9KiB,C;O;KA3BtD,C;0FAOA,yB;Mf0LA,aAS6D,0B;MAT7
D,+B;Me5KA,oD;MAdA,wB;QAMuD,OAcD,eAAe,IAAf,Ef+KjB,eAAW,oBe7LgB,Kf6LrB,KAAK,CAAL,YAA
N,Ce/KiB,C;O;KApBtD,C;0FAOA,yB;MhBsMA,kBAS6D,sB;MAT7D,+B;MgB/LA,oD;MAPA,wB;QAMqD,OA
OC,eAAe,IAAf,EhBkMjB,eAAW,oBgBzMc,KhByMnB,KAAK,CAAL,iBAAN,CgBlMiB,C;O;KAbtD,C;0FAOA,
yB;MAAA,oD;MAAA,wB;QAMsD,sBAAe,IAAf,EAAqB,KAArB,C;O;KANtD,C;oGAQA,yB;MjBmKA,WAS6D,
wB;MAT7D,+B;MiBpMA,8C;MAiCA,wB;QAMkD,OArCI,YAAY,IAAZ,EjB2MjB,eAAW,oBiBtKgB,KjBsKrB,
KAAK,CAAL,UAAN,CiB3MiB,C;O;KA+BtD,C;oGAOA,yB;Mf6JA,aAS6D,0B;MAT7D,+B;MerMA,8C;MAwC
A,wB;QAMmD,OA5CG,YAAY,IAAZ,Ef4MjB,eAAW,oBehKiB,KfgKtB,KAAK,CAAL,YAAN,Ce5MiB,C;O;KA
sCtD,C;oGAOA,yB;MhByKA,kBAS6D,sB;MAT7D,+B;MgBxNA,8C;MA+CA,wB;QAMiD,OAnDK,YAAY,IAA
Z,EhB+NjB,eAAW,oBgB5Ke,KhB4KpB,KAAK,CAAL,iBAAN,CgB/NiB,C;O;KA6CtD,C;oGAOA,yB;MAtDA,8
C;MAsDA,wB;QAMkD,OA1DI,YAAY,IAAZ,EA0DA,KA1DA,C;O;KAoDtD,C;0FAQA,yB;MjBsIA,WAS6D,wB
;MAT7D,+B;MiB3KA,oD;MjB4OJ,0B;MAAA,+B;MiBvMI,wB;QAQ6C,OjB0MP,eAAW,OiBjPK,eAAe,IAAf,Ej
B8KjB,eAAW,oBiBvIM,KjBuIX,KAAK,CAAL,UAAN,CiB9KiB,CA4KjB,KjBqEY,SAAX,C;O;KiBlNtC,C;0FAS
A,yB;Mf8HA,aAS6D,0B;MAT7D,+B;Me5KA,oD;Mf6OJ,4B;MAAA,iC;Me/LI,wB;QAQ+C,OfkMP,gBAAY,QelP
E,eAAe,IAAf,Ef+KjB,eAAW,oBe/HQ,Kf+Hb,KAAK,CAAL,YAAN,Ce/KiB,CAsLf,Kf4Da,SAAZ,C;O;Ke1MxC,
C;0FASA,yB;MhBwIA,kBAS6D,sB;MAT7D,+B;MgB/LA,oD;MhBkQJ,6B;MgB3MI,wB;QAQ2C,OhB8MP,cgBv
QkB,eAAe,IAAf,EhBkMjB,eAAW,oBgBzII,KhByIT,KAAK,CAAL,iBAAN,CgBlMiB,CAgMnB,KhBuEW,QAAV
,C;O;KgBtNpC,C;0FASA,yB;MAhEA,oD;MAgEA,wB;QAQ6C,OAlES,eAAe,IAAf,EAkEL,KAlEK,C;O;KA0DtD
,C;0EAUA,yB;MAAA,+B;MAAA,mB;QAM0C,sBAAM,SAAK,MAAX,C;O;KAN1C,C;0EAQA,yB;MAAA,+B;
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N,C;O;KAPpD,C;0FASA,yB;MAAA,+B;MAAA,2B;QAOoD,sBAAM,6BAAU,QAAV,CAAN,C;O;KAPpD,C;0F
ASA,yB;MAAA,+B;MAAA,wB;QAEmD,sBAAM,IAAK,KAAL,KAAc,KAAM,KAApB,CAAN,C;O;KAFnD,C;w
FAGA,yB;MAAA,+B;MAAA,wB;QAEkD,sBAAM,IAAK,KAAL,IAAa,KAAM,KAAnB,CAAN,C;O;KAFlD,C;0F
AGA,yB;MAAA,+B;MAAA,wB;QAEmD,sBAAM,IAAK,KAAL,KAAc,KAAM,KAApB,CAAN,C;O;KAFnD,C;0
EAGA,yB;MAAA,+B;MAAA,mB;QAEiC,sBAAM,SAAK,MAAX,C;O;KAFjC,C;gFAIA,yB;MAAA,0B;MAAA,
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AAK,S;O;KAV1C,C;8EAWA,Y;MAUiC,OAAA,SAAK,Q;K;gFACtC,Y;MASmC,gB;K;kFAEnC,yB;MjBmEJ,0B;
MAAA,+B;MiBnEI,mB;QASqC,OjBqEC,eAAW,OiBrEZ,SjBqEY,SAAX,C;O;KiB9EtC,C;oFAUA,yB;Mf0DJ,4B;
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BrEI,mB;QASmC,OhBuEC,cgBvED,ShBuEW,QAAV,C;O;KgBhFpC,C;kFAUA,Y;MAEqC,W;K;kFAErC,yB;MA
SA,kD;MATA,mB;QAQqC,OASE,cAAc,SAAd,C;O;KAjBvC,C;oFASA,yB;MAAA,kD;MAAA,mB;QAQuC,qBA
Ac,SAAd,C;O;KARvC,C;+BAUA,Y;MAAyC,qBAAc,SAAd,C;K;;;;;+BAnW7C,Y;MAAA,c;MAG4D,qD;MAH5D
,a;K;6BAAA,iB;MAAA,2IAG4D,oCAH5D,G;K;wEAuWA,yB;MAAA,+B;MAAA,4B;QAW0C,sBAAW,oBAAL,
SAAK,CAAX,C;O;KAX1C,C;0EAYA,yB;MAAA,+B;MAAA,4B;QAW2C,sBAAW,oBAAL,SAAK,CAAX,C;O;K
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MACqB,sB;K;uCAKjB,iB;MAM6C,OjBsYP,UiBtYO,aAAQ,KAAR,CjBsYP,C;K;uCiBpYtC,wB;MAOI,aAAQ,K
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D,oC;MAAiC,wB;MAAhC,oB;MACnB,eAAoB,C;K;4CACpB,Y;MAAyB,sBAAQ,YAAM,O;K;8CACvC,Y;MAA
yD,Q;MAA9B,IAAI,eAAQ,YAAM,OAAlB,C;QAAA,OjBgXO,UiBhXiB,aAM,mBAAN,EAAM,2BAAN,OjBgX
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AJ,C;QAAiC,OAAO,K;MAExC,OAAe,WAAR,YAAQ,EAAS,OjB8PO,KiB9PhB,C;K;+CAGnB,oB;MACY,Q;MA
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B,6B;QAAhB,OAAgB,gBAAhB,C;UAAgB,2B;UgB1nD6B,2BhB0nDR,OgB1nDQ,Q;UAAA,W;YAAuB,oBAAR,
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5C,gC;MAAA,oC;MACI,aAC+B,iBAAW,6BAAM,UAAjB,EAA4B,6BAAM,UAAlC,C;K;;;IAFnC,4C;MAAA,2C;
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CrC,IAAI,sCAAJ,C;QAA4B,MAAa,gCAAyB,yEAAzB,C;MAG7C,aAG0B,K;MAE1B,YAGyB,4BAA0B,KAA1B,
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AuC,IAAvC,C;K;;;IATnG,kD;MAAA,iD;QAAA,gC;OAAA,0C;K;;IAoBkC,qD;MAA0C,wB;MAC5E,sBAA2B,I;
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;QAC3B,iBAAU,K;;QAEV,c9M/C+C,U8M+C/C,W9M/C0D,KAAK,K8M+CvD,W9M/CkE,KAAX,CAAhB,C;;M
8MiDnD,OAAO,K;K;K;;wEC7Hf,yB;MAAA,8C;MAAA,uB;QAOI,OAAO,MAAM,CAAN,EAAS,CAAT,C;O;KAP
X,C;wEAUA,yB;MAAA,8C;MAAA,uB;QAOI,OAAO,MAAM,CAAN,EAAS,CAAT,C;O;KAPX,C;wEAUA,yB;
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,uB;QAOI,OAAO,MAAM,CAAN,EAAS,CAAT,C;O;KAPX,C;oFC7BA,yB;MAAA,gD;MAAA,4B;QAM6C,OAA

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7B,ciH/O6B,C;O;K+G9ClE,C;sGAQA,yB;MAAA,kE;MAAA,4B;QAMsD,OAAQ,sBhO+QzB,cgO/QyB,C;O;KA
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hO6PrB,cgO7PqB,ChOkWnB,C;O;KgOzWvC,C;gFASA,yB;MAAA,4C;MhOsVA,6B;MgOtVA,sC;QAayD,OhOm
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A,gE;MAAA,4B;QAMsD,OAAS,qBhNwNxB,cgNxNwB,C;O;KAN/D,C;sGAQA,yB;MAAA,kE;MAAA,4B;QAM
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C,C;iFAeA,yB;M/GgEA,4C;MjG4MA,+B;MgN5QA,sC;QAa4D,OhNyQlB,eiGzMuB,WjGgG1B,ciGhG0B,EAAW
,C+GhEK,Q/GgEL,IAAX,CjGyMvB,C;O;KgNtR1C,C;oFAeA,yB;MjOwJI,6B;MiO1SJ,gD;MAkJA,4B;QAM8C,O
AlJO,ahO+RhB,CDcE,cAAU,cAAL,GAAiB,GAAtB,CCdF,MgO/RgB,C;O;KA4IrD,C;oGAQA,yB;M/G1GA,iB;M
+G0GA,4B;QAMsD,O/G1GK,MAAO,OlHuM3B,c0N1Ge,GAAY,GxG7FA,CwG6Fb,GAA6C,EAA7C,I;O;KOOr
D,C;sGAQA,yB;MPbA,kE;MOaA,4B;QAMuD,OPbkB,sB1NkGlC,c0NlGgB,GAAW,GAAO,C;O;KOOzE,C;8FA
QA,yB;MAAA,0D;MjO+LA,0B;MAAA,+B;MiO/LA,4B;QAOqD,OjOmMZ,eAAW,OiOnMS,kBjOgGnB,cAAL,G
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;O;KiO/J1C,C;kFAeA,yB;MAAA,8C;MjOsIA,+B;MiOtIA,sC;QAa4D,OjOmIlB,eiOnI2B,YjOoC9B,ciOpC8B,EAA
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B,CCeE,cAAU,cAAL,GAAiB,KAAtB,CDfF,MgO/RgB,C;O;KAqNrD,C;oGAQA,yB;M/GnLA,iB;M+GmLA,4B;Q
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Found in path(s):
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1.13 okhttp 4.9.2

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* /opt/cola/permits/1106423281_1605577400.37/0/retrofit-2-9-0-sources-1-jar/retrofit2/http/QueryMap.java
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1.19 react-native-camera-kit 12.1.0

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1.21 mapbox 8.5.0

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1.22 reactnative-navigation-elements 1.3.4

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1.23 jackson-databind 2.13.2

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1.24 analytics 7.6.7

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1.25 react-navigation/bottom-tabs 6.3.2

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1.26 openssl 1.0.2k

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1.27 crashlytics 8.4.9

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1.28 react-native-biometrics 2.1.4

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1.29 react-native 0.68.1

1.29.1 Available under license :

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