

Oracle® Enterprise Manager

Oracle Enterprise Manager App for Grafana

User's Guide



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Primary Author: Oracle Corporation

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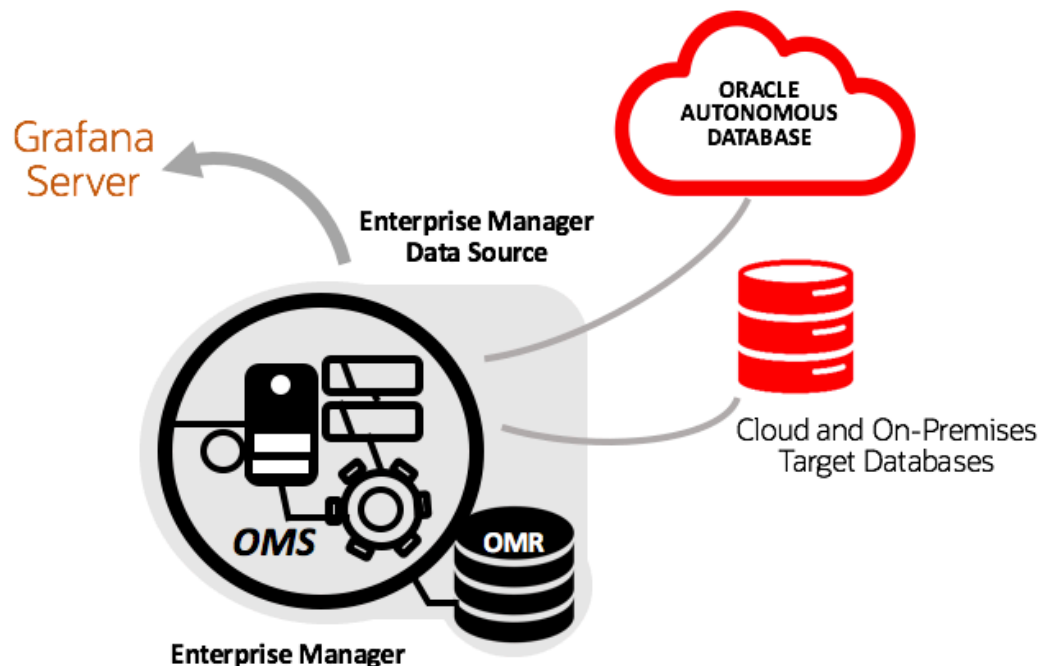
1

About the Oracle Enterprise Manager App for Grafana

Grafana is an open source technology used for metric analytics & visualization. The Oracle Enterprise Manager App for Grafana allows you to integrate Enterprise Manager's metric data (collected from multiple managed targets and stored in the Enterprise Manager repository) with any other data sources you may have access to. You can create custom Enterprise Manager-based Grafana dashboards by simply browsing and selecting the Enterprise Manager metrics of interest, or running simple SQL queries against the Enterprise Manager repository tables, without a deep knowledge of the Enterprise Manager data model. Data from multiple Enterprise Manager sites, along with data from other data sources, can be easily displayed on a single dashboard.

Deployment

When deployed, the Oracle Enterprise Manager App for Grafana lets Enterprise Manager become a data source for Grafana. The Enterprise Manager Oracle Management Service (OMS) is in direct communication with the Grafana server, transferring target metric and configuration data stored in the Oracle Management Repository (OMR).



2

Before You Begin

Before you install and configure the Oracle Enterprise Manager App for Grafana, make sure the following prerequisites are met:

- Ensure you have a **Grafana Server** that has connectivity with the Enterprise Manager OMS and Repository. Set or make a note of your Grafana home directory (`$GRAFANA_HOME`) where your Grafana binary exists. Grafana 9.2.0 is supported for Oracle Enterprise Manager App for Grafana.

Note:

For information on platforms for which the Oracle Enterprise Manager App for Grafana is certified, see [Oracle Enterprise Manager App for Grafana download page](#).

- Install and configure **Oracle Enterprise Manager Cloud Control 13c Release 5** (13.5). For more information, see [Oracle Enterprise Manager Downloads](#), Installation of Enterprise Manager Cloud Control and Advanced Installation and Configuration.
- Save the **Oracle Enterprise Manager App for Grafana** file from the [Oracle Enterprise Manager App for Grafana download page](#).

3

Install the Oracle Enterprise Manager App for Grafana

You can install the Oracle Enterprise Manager App for Grafana using the Grafana command line interface (preferred) or manually.

Using the Grafana CLI

1. Navigate to `$GRAFANA_HOME/bin`
2. Install the Oracle Enterprise Manager App for Grafana.
Using `--pluginUrl` option through `grafana-cli`

```
./grafana-cli --pluginUrl <FULL_PATH>/oracle-emcc-app-<VERSION>.zip  
plugins install oracle-emcc-app
```

Example:

```
grafana-cli --pluginUrl /var/lib/grafana/plugins/emgrafana/work/oracle-  
emcc-app-1.0.0.zip plugins install oracle-emcc-app
```

3. Restart the Grafana server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

Without the Grafana CLI

1. Navigate to the Grafana *plugins* directory.

```
cd $GRAFANA_HOME/data/plugins
```

2. Extract the content of the Oracle Enterprise Manager App for Grafana zip file in the Grafana *plugins* directory. Create this directory if one does not exist.

```
cd $GRAFANA_HOME/data/plugins  
unzip <EM App for Grafana>.zip
```

3. Restart the Grafana server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

**Note:**

If you are installing Grafana 8 or above, you must complete an additional step in order to complete the configuration process. See [Grafana 8 and above Configuration](#).

4

Enable the Oracle Enterprise Manager App for Grafana

After the App has been installed, you need to enable Grafana to work with your Enterprise Manager site.

1. Enable the Enterprise Manager App on the Grafana site.
 - a. From the Grafana home page, select **Configuration>Plugins**. A list of available Grafana plugins displays.
 - b. Choose **Oracle Enterprise Manager App** from the list. The Enterprise Manager App **Enable** and **Disable** options are displayed.
 - c. Click **Enable**.
2. Enable the Grafana Service on your Enterprise Manager site.

```
emctl set property -name oracle.sysman.db.restfulapi.grafana.enable -value true -sysman_pwd <your sysman pwd>
emctl set property -name oracle.sysman.db.restfulapi.grafana.executesql.repository.query.enable -value true -sysman_pwd <your sysman pwd>
emctl set property -name oracle.sysman.db.restfulapi.grafana.executesql.target.query.enable -value true -sysman_pwd <your sysman pwd>
```

3. As a best practice, to optimize Enterprise Manager performance, you want to minimize resource demands placed on Enterprise Manager subsystems when Grafana fetches dashboard data.

Grafana communicates directly with the Enterprise Manager OMS to obtain data to render dashboards via REST API calls. In order to protect the performance of key Enterprise Manager subsystems, it has been designed to limit overuse of API end-points that could negatively impact performance. In addition to this protection, additional protection has been added to the Enterprise Manager Repository to prevent long running or resource intensive queries from compromising the operational performance of key Enterprise Manager subsystems.

Enterprise Manager provides two ways to manage dashboard resource usage.

- Repository Session (SQL) Throttling: You use Database Resource Manager to limit resource usage at the DB or PDB level.
- Application API Throttling: You set OMS properties to limit the number of concurrent API requests being executed by the OMS.

Note:

Application API throttling only applies to Grafana dashboard creation.

4. Using your Grafana username and password, log in to the Grafana site using the following URL: `http://<host>:3000 (username/password : admin/admin)`

Grafana 8 and above Configuration

An additional configuration step is required when installing Grafana 8 and above. You must add both *oracle-emcc-app* and *oracle-emcc-datasource* to the *allow_loading_unsigned_plugins* list in the Grafana configuration file.

Set the following in the `conf/defaults.ini` file:

```
allow_loading_unsigned_plugins = oracle-emcc-app,oracle-emcc-datasource
```

Alternate Method

If you do not want to edit the `defaults.ini` file, you can set

`GF_PLUGINS_ALLOW_LOADING_UNSIGNED_PLUGINS` to `oracle-emcc-app,oracle-emcc-datasource` using `EXPORT`, `SETENV`, or some other command line method for setting this environment variable.

5

Using Grafana

Taking advantage of Grafana's flexible data display capability is easy. You can use dashboards that are included with the Oracle Enterprise Manager App for Grafana or create your own custom dashboards.

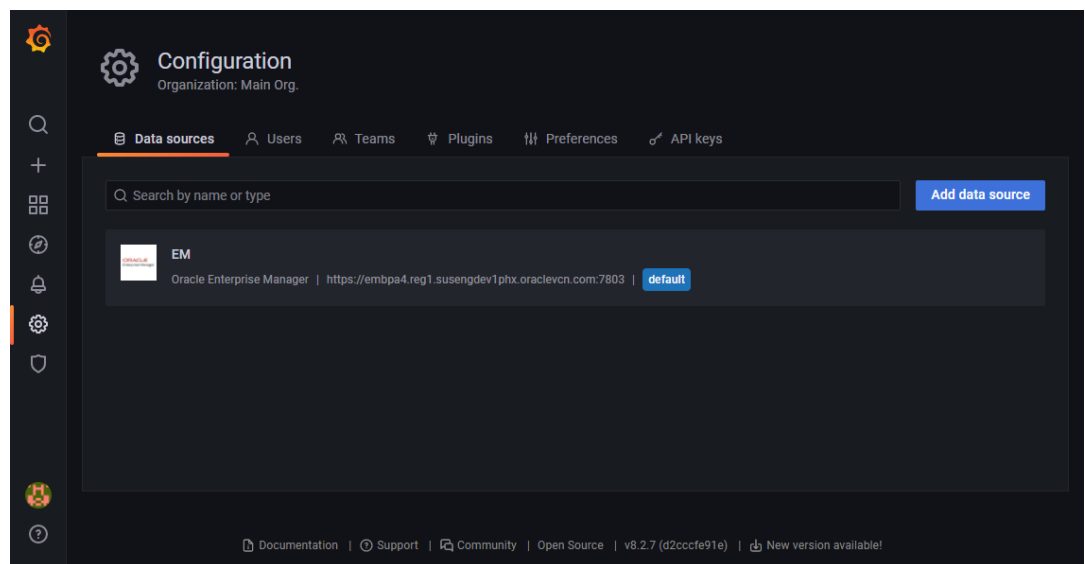
- [Add an Enterprise Manager Data Source](#)
- [View Predefined Dashboards](#)
- [Grafana Alerting](#)
- [Build Custom Dashboards](#)
- [Sample Dashboards](#)
- [Create Dashboards Using Predefined Templates](#)
- [Access Remote Repositories](#)
- [Accessibility](#)

Add an Enterprise Manager Data Source

Before you can create a dashboard, you need to specify an Enterprise Manager site from which the dashboard will be pulling data.

To add an Enterprise Manager site as a data source:

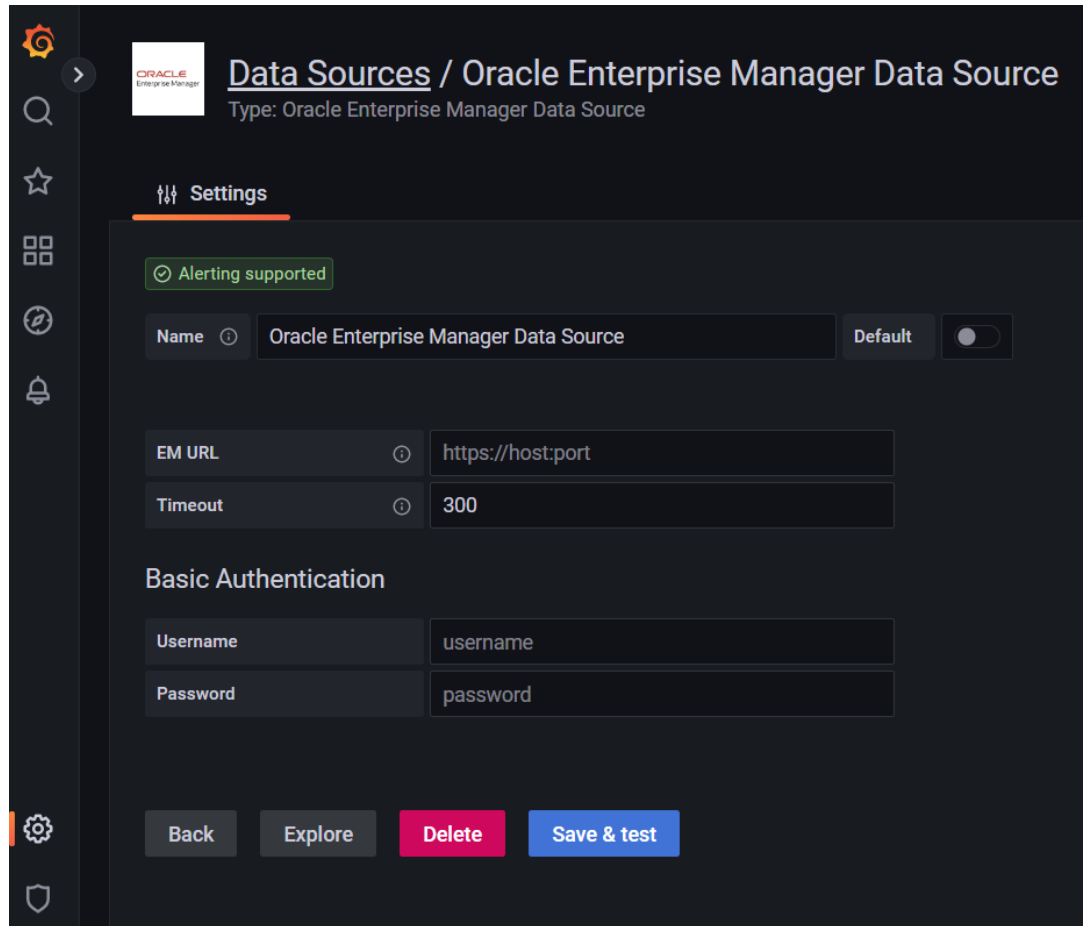
1. From the left tool bar, choose **Configuration > Data Sources**.
2. Click **Add data source**. A list of data source types is displayed.
3. Select **Oracle Enterprise Manager**.



4. Enter the requisite Enterprise Manager login information and click **Save & Test**.

 Note:

Do not use SYSMAN or Enterprise Manager users with Super Administrator privileges.



The screenshot displays the 'Data Sources / Oracle Enterprise Manager Data Source' configuration page. The page has a dark theme. On the left is a sidebar with navigation icons. The main content area shows the 'Settings' tab. At the top, there's a green box indicating 'Alerting supported'. Below this, the 'Name' field is set to 'Oracle Enterprise Manager Data Source' and has a 'Default' toggle switch. The 'EM URL' field contains 'https://host:port' and the 'Timeout' field contains '300'. Under the 'Basic Authentication' section, the 'Username' field contains 'username' and the 'Password' field contains 'password'. At the bottom, there are four buttons: 'Back' (grey), 'Explore' (grey), 'Delete' (red), and 'Save & test' (blue).

- **Name:** A descriptive name for your Enterprise Manager site.
- **Default:** Specifies that the Enterprise Manager site be used as the default data source when creating new dashboards or specifying queries. This option can be toggled on for only one Enterprise Manager site (if you are monitoring multiple sites).
- **URL:** The URL used to access the Enterprise Manager site. **Important:** If you are using a version of EM App for Grafana prior to v4.0.0, do not insert a slash at the end of the URL.
Example: `http://myem.myhost.com:7788`
- **Basic Authentication:** Enterprise Manager user and password. Users will only be able to query those targets and metrics for which their Enterprise Manager accounts have permission. Specifying an appropriate Enterprise Manager user with the right level of target access privileges ensures adherence to Enterprise Manager security recommendations.

 Note:

The following information is applicable only if you are using a version of EM App for Grafana prior to v4.0.0.

- **Whitelisted Cookies:** The **grafana_session** generates a unique session identifier that is passed to Enterprise Manager. This cookie is added by default and should not be removed. If not present, you **MUST** specify the **grafana_session** when adding the Enterprise Manager data source. An error will occur if this cookie is not specified. The **grafana_session** cookie is used specifically for SQL/Load throttling. See Controlling Resource Usage in the *Enterprise Manager Cloud Control Administrator's Guide*.
- **Remote Management Repository:** When switched on, this option allows you to connect to Enterprise Manager Repository data sources prior to EM 13.5 and additionally allows you to connect to additional Enterprise Manager Repositories that are not associated with the Enterprise Manager OMS configured for use with Grafana. For more information, see [Access Remote Repositories](#).

 Note:

The named credential for the repository database will be saved to the Enterprise Manager 13.5 installation. With this system dependency, the hostname/port/service or SID will be exposed to anyone with access to Grafana UI (Datasource page).

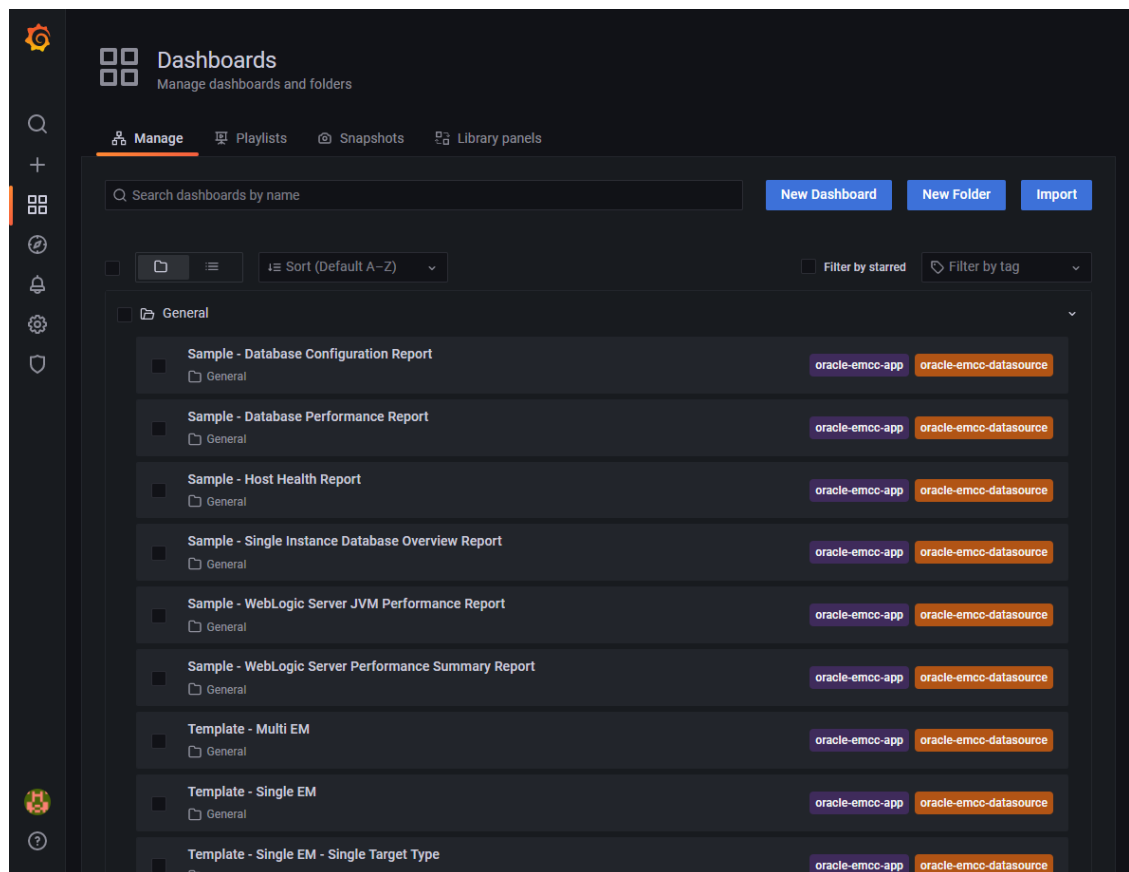
View Predefined Dashboards

The Oracle Enterprise Manager App for Grafana ships with predefined dashboards that let you visualize key operational data about an Enterprise Manager site.

 Note:

For a demonstration of how to use out-of-box dashboards, you can view the video [Oracle Enterprise Manager App for Grafana Out-of-the-box Dashboards](#).

From the left tool bar, select **Dashboards** and then **Manage** to view all dashboards installed with the App.



Click on one of the sample dashboards:

- *Sample - Oracle Host Health Report*
- *Sample - Oracle Single Instance Database Overview Report*
- *Sample - Database Configuration Report*
- *Sample - Database Performance Report*
- *Sample - WebLogic Server JVM Performance Report*
- *Sample - WebLogic Server Performance Summary Report*
- *Sample - Exadata Capacity Planning Report*
- *Sample - ExaCloud Capacity Planning Report*



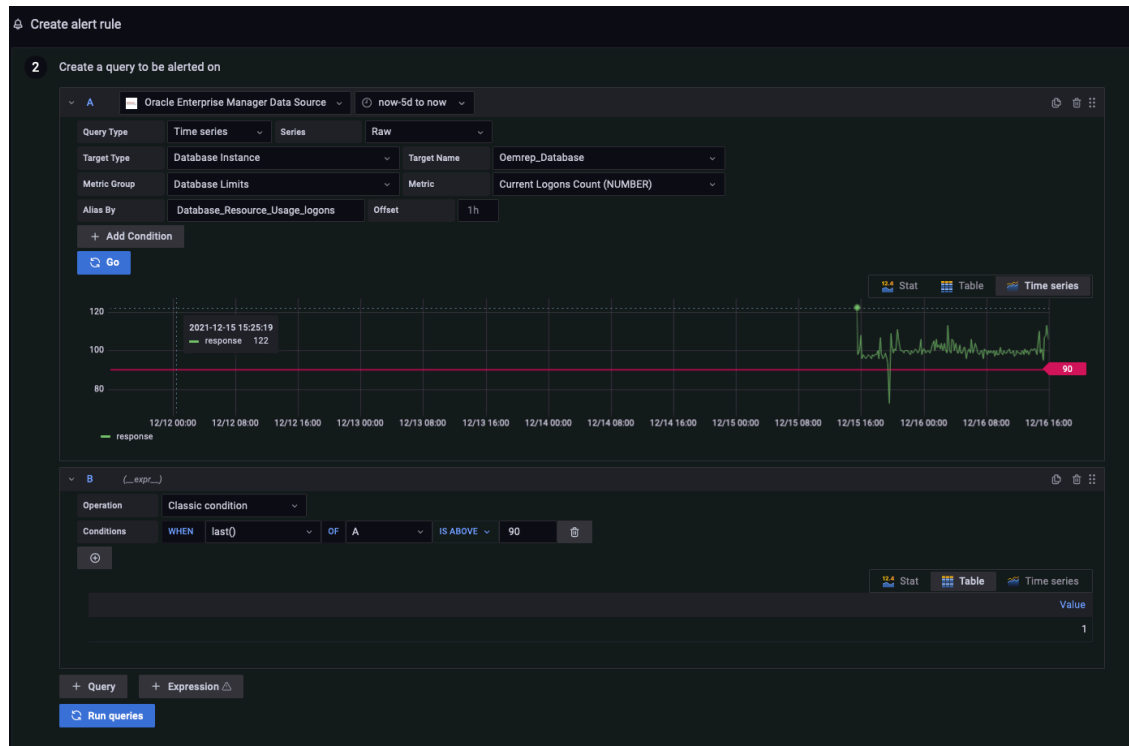
Note:

If you want to make changes to the sample dashboards, you must first make a local copy of the dashboard using the **Save As** option. Click the (Settings) gear icon in the top toolbar to display dashboard settings and then click **Save As...**

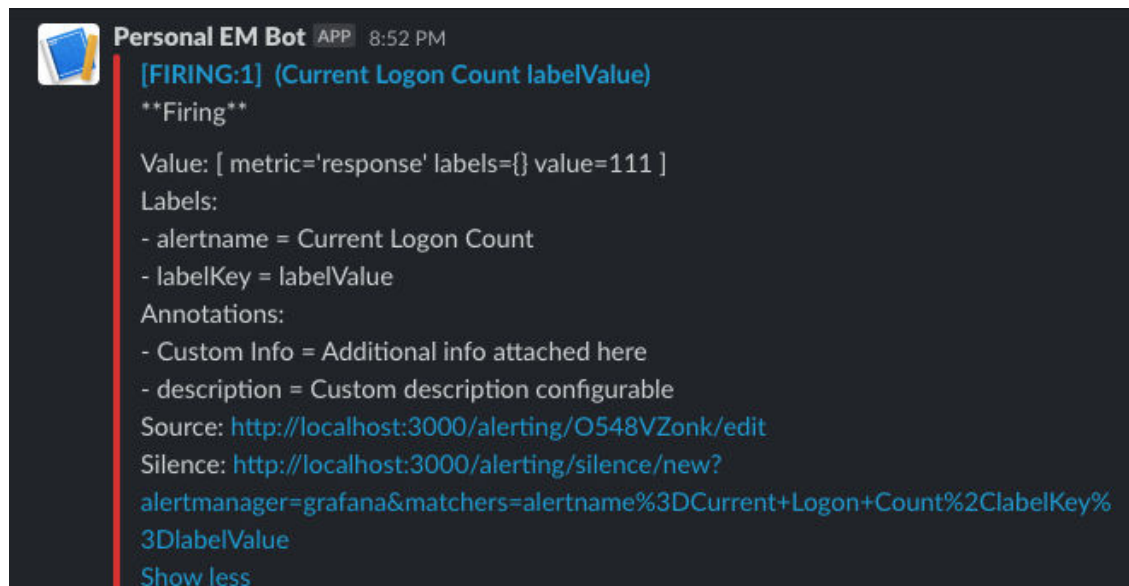
Grafana Alerting

Grafana Alerting is enabled by default and allows you to learn about problems in your systems moments after they occur, starting with EM App for Grafana v4.0.0.

Here is an example of a Grafana alert rule, which is triggered when the last value from the current logon count metric has exceeded a threshold value for a particular database"



Here's an example of an alert notification, triggered by the alert rule above:



For more information, see Grafana Alerting documentation (<https://grafana.com/docs/grafana/latest/alerting/>).

Build Custom Dashboards

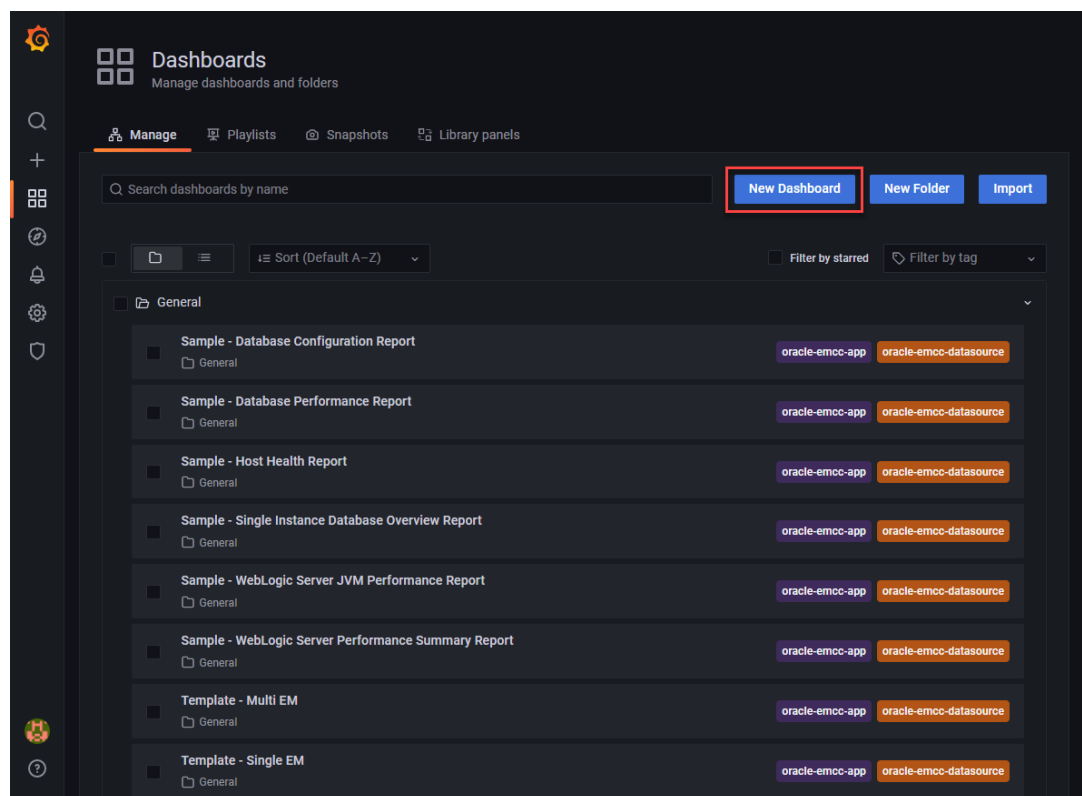
You can easily create your own dashboards to meet the unique monitoring needs for your environment.



Note:

Ensure that the Enterprise Manager data source has already been defined before building a custom dashboard.

1. From the left tool bar, select **Manage** from the Dashboards menu.
2. Click **New Dashboard** to begin defining your custom dashboard.



3. If you haven't already, define your data source (Enterprise Manager site you are pulling data from), target types and names. For information on setting up data sources, see [Add an Enterprise Manager Data Source](#).

Use SQL Queries

You can create visualization panels by querying the Enterprise Manager data.

Query Builder

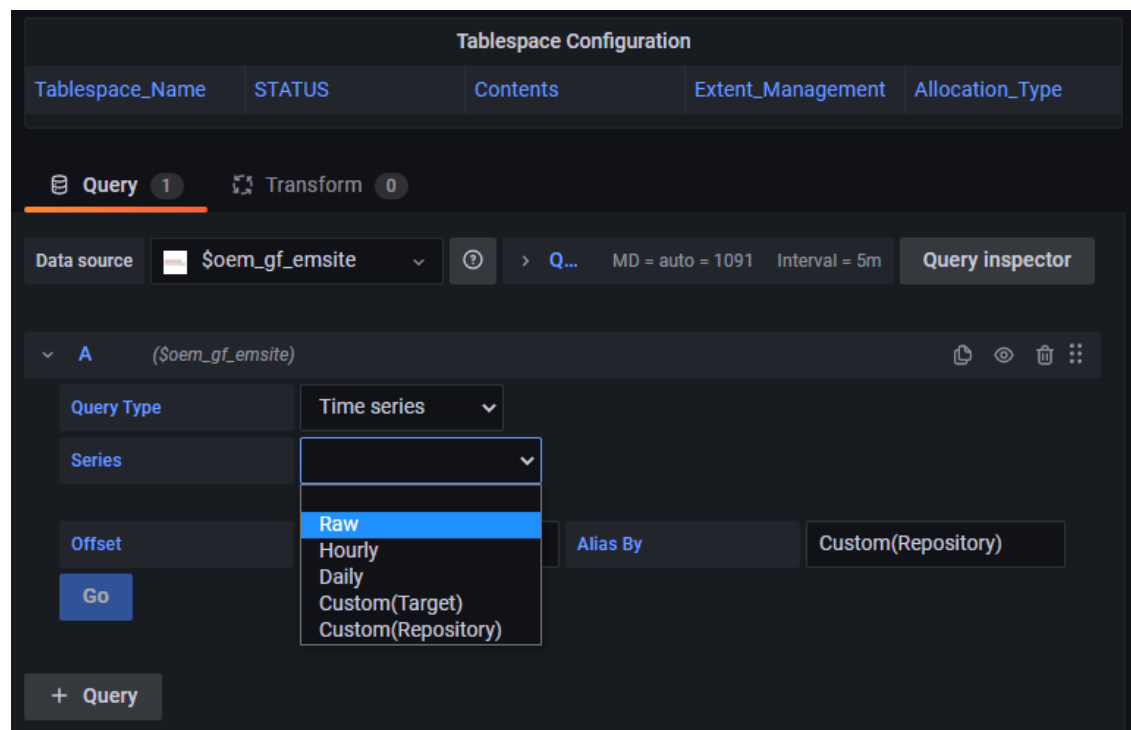
The Oracle Enterprise Manager App for Grafana supports pulling metric data from published Enterprise Manager `MGMT$` repository views, for example `MGMT$METRIC_DETAILS`, utilizing SQL queries.



Note:

`MGMT$_views` are only needed when extracting data from an Oracle Enterprise Manager Repository.

For more information about Enterprise Manager Management Views, see [About Management Repository Views](#).



There are three built-in time series queries.

- **Raw:** Option pulls data from `sysman.MGMT$METRIC_DETAIL`.
Usage Guideline: Data kept for a month.
- **Hourly:** Option pulls data from `sysman.MGMT$METRIC_HOURLY`.
Usage Guideline: Data kept for three months.
- **Daily:** Option pulls data from `sysman.MGMT$METRIC_DAILY`.
Usage Guideline: Data kept for six months.

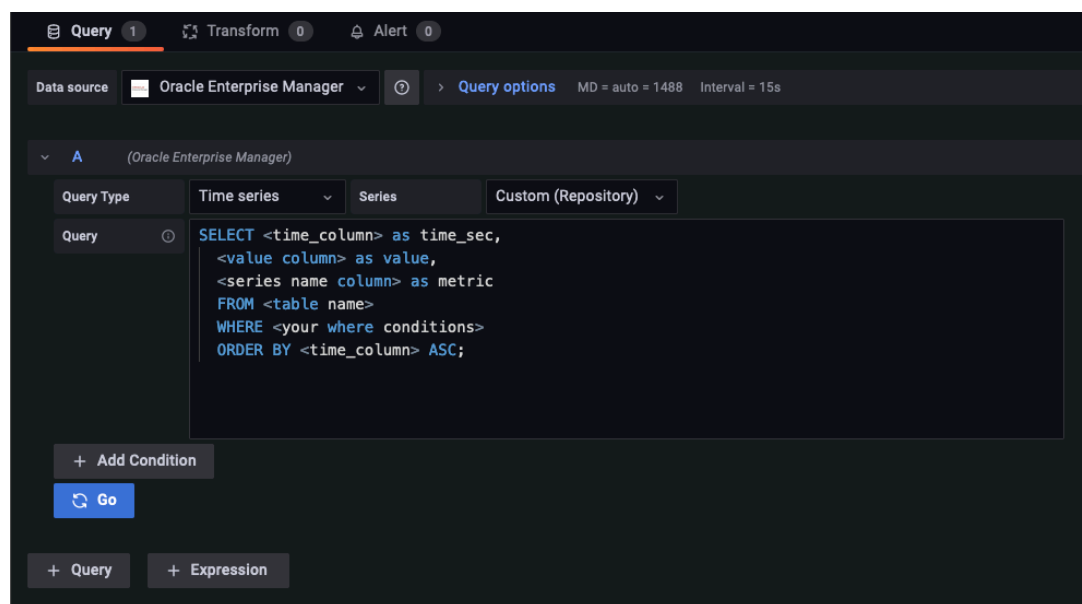
- **Custom (Target)/Custom (Repository)** Option pulls data from any tables based on your own query. You extract data from an Enterprise Manager Repository using repository views.

 Note:

When writing your own timeseries SQL query, it must have following column aliases:

- *time_sec* - This column must be a date/timestamp data type column.
- *value* - This column must be a number data type column.
- *metric* - This column must be a string data type. It can also be a hard-coded string.

```
SELECT
<time_column> as time_sec,
<value column> as value,
<series name column> as metric
FROM <table name>
WHERE <your where conditions>
ORDER BY <time_column> ASC;
```



Using Expressions

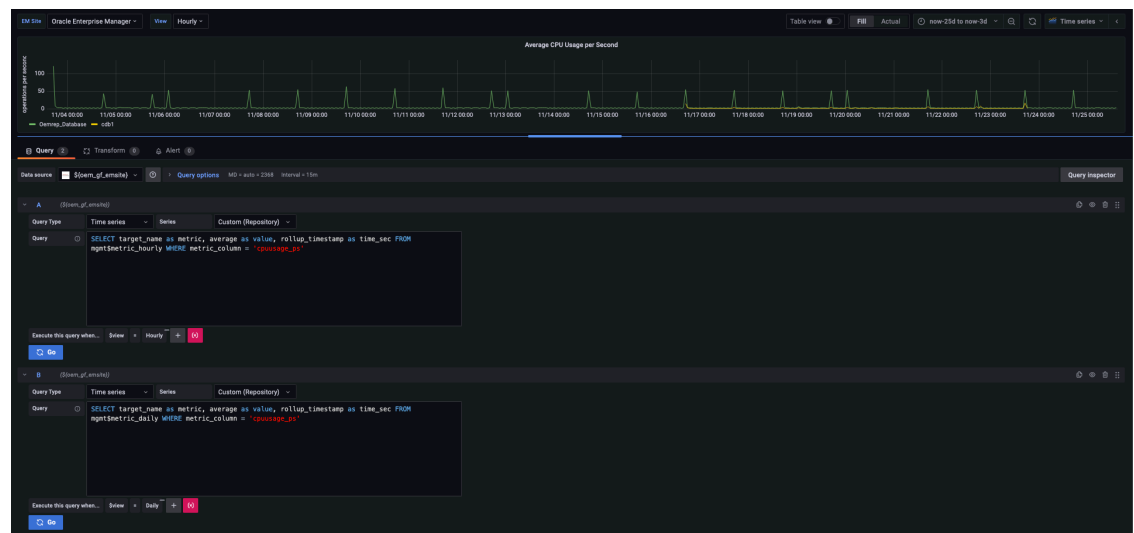
Starting with Enterprise Manager App for Grafana v4.0.0, users can condition the execution of their queries using expressions. The query will execute if and only if the expression evaluates to TRUE. The expressions are comparisons between two values, yet multiple expressions can be linked using logical operators (AND and OR). The supported comparison operators are:

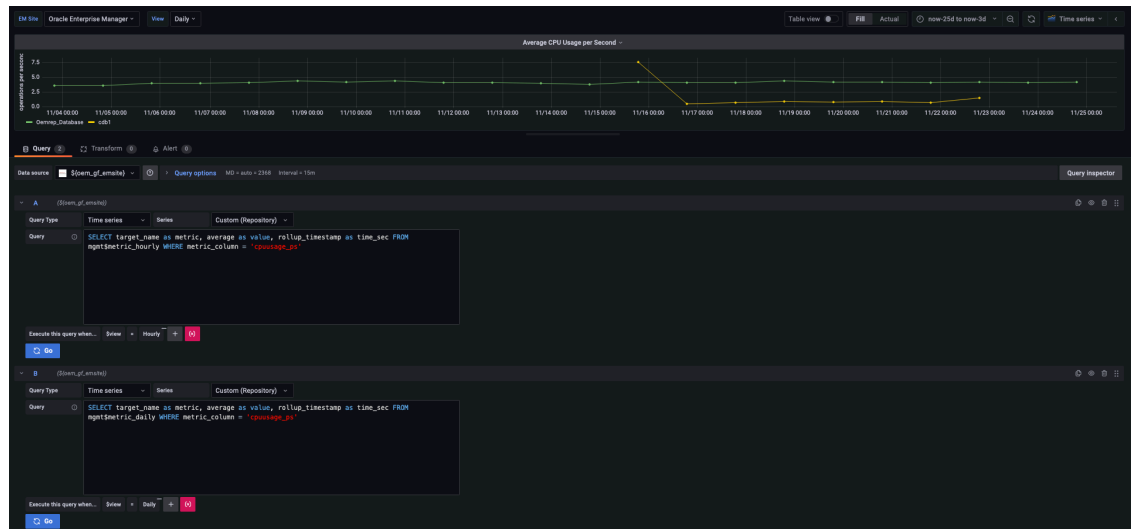
- Equals: =
- Not equals: !=

- Greater than: >
- Greater than or equal to: >=
- Less than: <
- Less than or equal to: <=

The screenshot shows the configuration interface for an Oracle Enterprise Manager Data Source. The 'Query Type' is set to 'Time series'. The 'Target Type' is 'Host' and the 'Target Name' is a text input field. The 'Metric Group' is 'Load' and the 'Metric' is 'CPU Utilization (%) (NUMBER)'. The 'Alias By' is '\$oem_gf_metricgroup_\$oem_gf_metric' and the 'Offset' is '1h'. At the bottom, there is a section for 'Execute this query when...' with a logic builder showing '1 = 2 AND abc = def OR \$var = value' and a 'Go' button.

Here's an example of a single dashboard panel that utilizes these filters to render data from distinct tables based on the "View" selected by a dashboard viewer. This assists dashboard designers in creating a single pane view within the same dashboard panel to customize the data rendered.





Non-time Series Query Type using MGMT\$ Views

Select the **Non-time series** Query Type to query from the Enterprise Manager repository tables:

The screenshot shows the Oracle Enterprise Manager interface. At the top, there's a "Query" tab. Below it, there's a "Data source" dropdown set to "\${oem_gf_emsite}". The "Query Type" is set to "Non-time series". The query text is: `SELECT o.database_name "Database_Name", o.characterset "Database_Character_Set", o.instance_name "Instance_Name", o.national_characterset "National_DB_Character_Set", o.global_name "Global_Name", o.log_mode "Archive_Log_Mode", o.banner "Version", o.default_temp_tablespace "Default_Temporary_Tablespace" FROM mgmt$db_ninstanceinfo o WHERE o.target_guid = (SELECT target_guid FROM mgmt$target WHERE target_name = $oem_gf_target_name)`. The query is set to execute daily.



Note:

For more information about Enterprise Manager Management Views, see About Management Repository Views.

Browse Enterprise Manager Metrics

The Oracle Enterprise Manager App for Grafana also supports browsing various Enterprise Manager metrics and selecting the type, group and names of metrics you want to visualize.

Query Type - "Timeseries"

Select the format, **Raw**, **Hourly** or **Daily**, then select **Target Type**, **Target** name, **Metric Group** and **Metric** of interest:

Metric Group

The screenshot displays the 'Timeseries' query configuration interface. At the top, there's a 'Tablespace Configuration' section with tabs for 'Tablespace_Name', 'STATUS', 'Contents', 'Extent_Management', and 'Allocation_Type'. Below this, the 'Query' tab is active, showing 'Query 1' and 'Transform 0'. The 'Data source' is set to '\$oem_gf_emsite'. The 'Query' section includes a 'Query Type' dropdown set to 'Time series', a 'Series' dropdown set to 'Raw', a 'Target Type' dropdown set to 'oracle_database', a 'Target' dropdown set to '\$oem_gf_target_name', and a 'Metric Group' dropdown. The 'Metrics' dropdown is open, showing a list of metrics including 'DB Alert Log Error Status', 'adrAlertLogError', 'Alert Log', 'Alert Log Error Status', 'Archive Area - RAC Instance', 'AutoTask Client', 'Collect SQL Response Time', 'Control files', 'CPU Usage', 'Data Failure', and 'Database Components'. The 'Offset' is set to '1d' and the 'Alias By' is set to '\$'. A 'Go' button is visible at the bottom left of the configuration area.

Metric

Tablespace_Name	STATUS	Contents	Extent_Management	Allocation_Type	Segment_Space
SYSAUX	ONLINE	PERMANENT	LOCAL	SYSTEM	AUTO

Query 1 Transform 0

Data source: \$oem_gf_emsite

Query options: MD = auto = 1091 Interval = 5m Query inspector

Query A (\$oem_gf_emsite)

Query Type: Time series

Series: Raw Target Type: oracle_database

Target: \$oem_gf_target_name Metric Group: DB Alert Log Error Status

Metrics: DB Alert Log Error Status

Offset: 1d

Go

Using variables for target type and target name.

Query 1 Transform 0

Data source: \$oem_gf_emsite

Query options: MD = auto = 1091 Interval = 5m Query inspector

Query A (\$oem_gf_emsite)

Query Type: Time series

Series: Raw Target Type: \$oem_gf_target_type

Target: \$oem_gf_target_name Metric Group: DB Alert Log Error Status

Metrics: Generic Alert Log Error Status(NUMBER)

Offset: 1d

Go

Variables

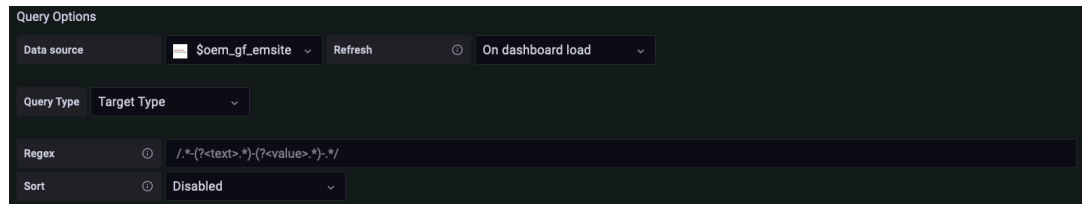
A variable is a placeholder for a value. You can use variables in queries, in panel titles, and when defining new dashboards. So when you change the value, using the dropdown, your panel's metric queries will change to reflect the new value.

The following variables are available:

- **Target Type**
Fetches the list of all the target types.

 Note:

If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.



Query Options

Data source: Refresh

Query Type: **Target Type**

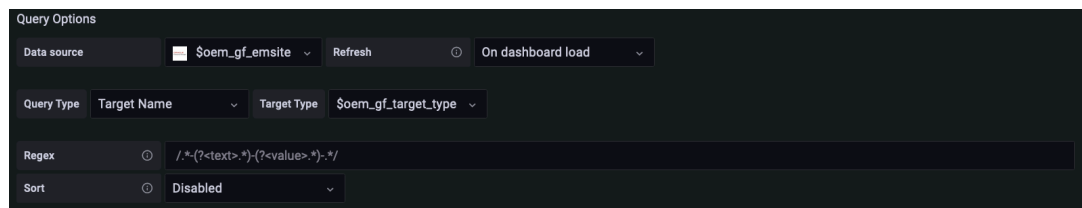
Regex:

Sort:

- **Target Name**
Fetches the list of all the target names, given a specific target type.

 Note:

If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.



Query Options

Data source: Refresh

Query Type: **Target Name** Target Type:

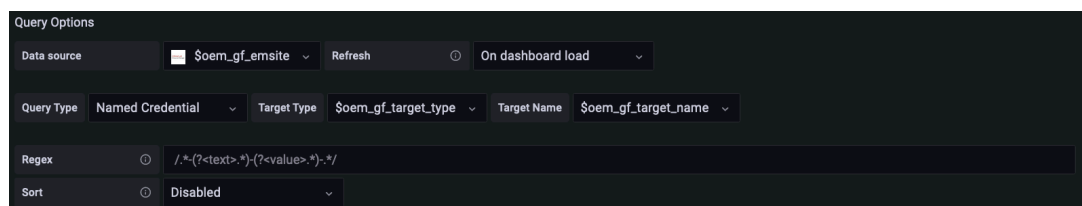
Regex:

Sort:

- **Named Credential**
Fetches the list of available EM named credentials defined for a given target, identified by the target type and target name.

 Note:

If you are using a version of EM App for Grafana prior to v4.0.0, you need to specify the variable as a JSON string.



Query Options

Data source: Refresh

Query Type: **Named Credential** Target Type: Target Name:

Regex:

Sort:

- **Repository Query Variable**

Starting with EM App for Grafana v4.0.0, the **Repository Query** variable is available, which is executed against the repository database. The values for this variable can later be referenced in other rawQuery's in the Query editors. If the specified SQL query only returns one column, it's used as both the `label` and value for the variable. If the specified SQL query returns 2 or more columns, the first column is used as the label, and the second column is used as the value. The label is displayed in the variable drop down for user to select, while the value is the string substituted when the variable is used.

The screenshot shows the configuration for a 'Repository Query' variable. The 'Query Type' is set to 'Repository Query'. The 'Query' field contains the SQL: `select display_name,target_name from mgmt$target`. The 'Regex' field is set to `/(.*)-(.*)/`. The 'Sort' field is set to 'Disabled'.

- **Time Difference**

Starting with EM App for Grafana v4.0.0, the **Time Difference** variable is available, which can be defined to calculate the time difference between the specified **From** and **To** values in the specified **unit** of time. The values of the **From** and **To** properties can be other template variables or the Grafana built-in variable `$_from` and `$_to`. These built-in variables represent the time range chosen by the user in the time picker.

The screenshot shows the configuration for a 'Time Difference' variable. The 'Data source' is 'Oracle Enterprise Manager Data Source'. The 'Query Type' is 'Time Difference'. The 'From' field is `$_from`, the 'To' field is `$_to`, and the 'Unit' is 'hours'. The 'Regex' field is `/(.*)-(.*)/`. The 'Sort' field is 'Disabled'. Under 'Selection options', both 'Multi-value' and 'Include All option' are checked. The 'Preview of values' shows the number '6'.

- **Time Picker**

Starting with EM App for Grafana v4.0.0, the **Time Picker** variable is available, which can be defined to modify the time picker automatically, without explicitly choosing it from the UI. The controls for this variable can either be a **FromTo** or an **Interval** and **Unit**. The values for both **FromTo** and **Interval** must come from other template variables because if the values are known constants at the time of variable defining, using this variable would be redundant. **FromTo** must resolve to a value in the form of `<from>;<to>` or `<from>;` where `<from>` and `<to>` are widely recognized datetime strings (e.g. ISO 8601, RFC 2822, unix timestamps) or relative Grafana strings (e.g. now-6d, now-6h). When the value resolves to a value of the form `<from>`, it is equivalent to `<from>;now`.

Here are some examples of acceptable value formats:

```
now-6d;now, now-6d, 1669158747;1669168747, 1669158747, 2022-01-01;2022-01-31,
2022-01-01
```


Query Options

Data source:  Oracle Enterprise Manager Data Source Refresh ⓘ On dashboard load ▾

Query Type: Time Picker ▾ Specify Interval ☐ FromTo ⓘ \$timeDiff ▾

Regex ⓘ /.*(?<text>.*)(?<value>.*)-.*/

Sort ⓘ Disabled ▾

Query Options

Data source:  Oracle Enterprise Manager Refresh ⓘ On dashboard load ▾

Query Type: Time Picker ▾ Specify Interval ☒ Interval \$intervalFromDr... ▾ Unit hours ▾

Create Federated Data Dashboards

Grafana lets you unify monitoring data from multiple Enterprise Manager sites.

To visualize data across multiple sites:

1. Query data for one Enterprise Manager site and save that visualization.
2. Duplicate that panel, edit its data source to point to a new Enterprise Manager site.
3. Rename it and publish it to the same dashboard.

For example, you can visualize availability data from two separate Enterprise Manager sites in different regions, as shown below.

Availability Status - North America		Availability Status - EMEA ▾	
AVAILABILITY_STATUS ▾	COUNT(*)	AVAILABILITY_STATUS ▾	COUNT(*)
Unreachable	76	Unreachable	4 K
Target Up	218	Target Up	21 K
Target Down	95	Target Down	2 K
Pending/Unknown	15	Remote Host Unreachable	7
Metric Error	7	Pending/Unknown	134
		Metric Error	11 K
		Blackout	3 K
Availability Status - Oceania		Availability Status - South America	
AVAILABILITY_STATUS ▾	COUNT(*)	AVAILABILITY_STATUS ▾	COUNT(*)
Target Up	63	Target Up	2
Target Down	11	Pending/Unknown	13

To create a custom federated dashboard, you can use the pre-defined **Multi-EM** template.

When using the **Multi-EM** template, you'll need to do the following:

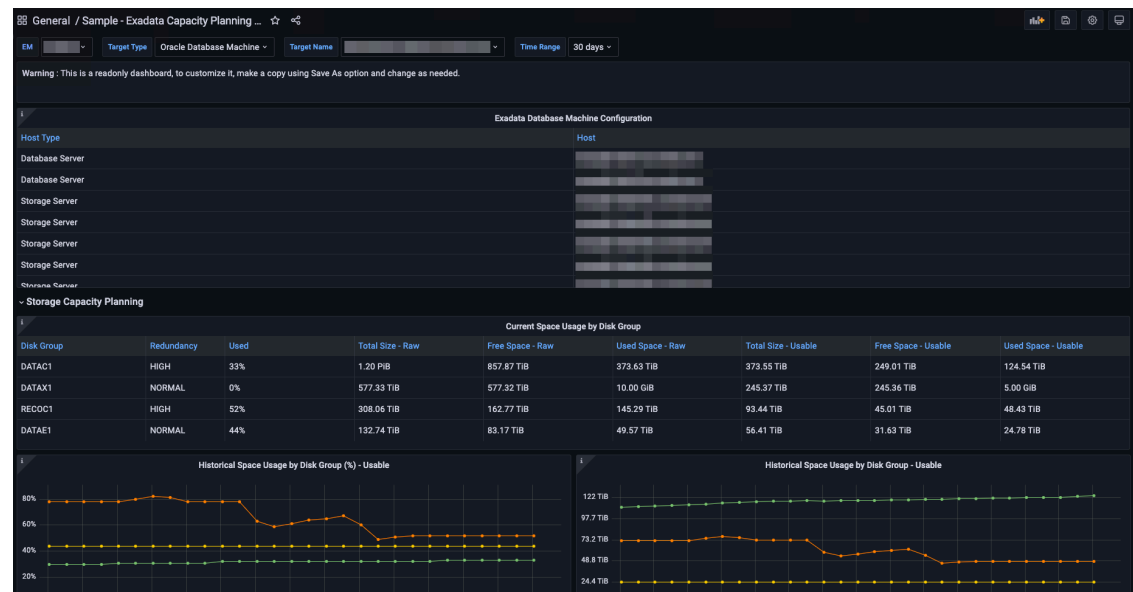
1. In the General tab, select the **Repeat** option. This helps when the top-level site selection has multiple sites checked.
2. Select only one Enterprise Manager site from the top-level selection.
3. Set up a non-time series based query against a single repository within an Enterprise Manager instance.

- Replicate the same setup/query across other instances of Enterprise Manager that are enabled as *Data Sources* by selecting other Enterprise Manager instances from the drop-down.

Sample Dashboards

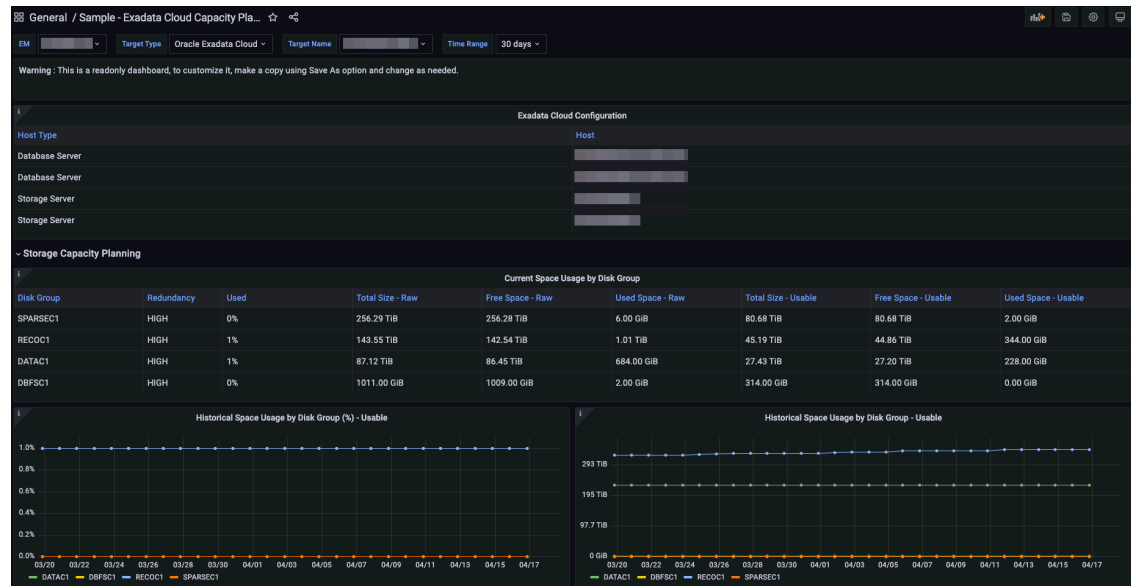
The following dashboards demonstrate the information display flexibility you have using Grafana.

Exadata Capacity Planning Dashboard



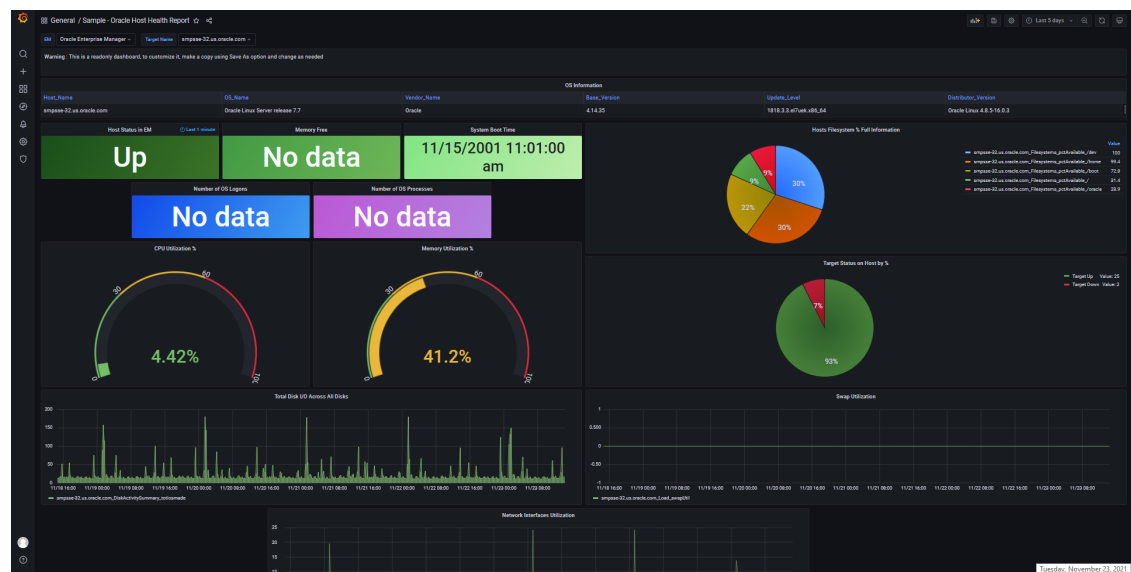
Starting with EM App for Grafana v4.0.0 the new Exadata Capacity Planning Dashboard provides the historical resource consumption of Key Performance Indicators for Exadata Database Machine (On-Prem Exadata). Contains CPU, Memory, Storage, I/O(Input/Output) and Network utilisation graphs.

Exadata Cloud Capacity Planning Dashboard



Starting with EM App for Grafana v4.0.0 the new Exadata Cloud Capacity Planning Dashboard provides the historical resource consumption of Key Performance Indicators for Exadata Cloud - Generation 1. (Cloud@Customer and Cloud Service) Contains CPU, Memory, Storage and I/O (Input/Output) utilisation graphs.

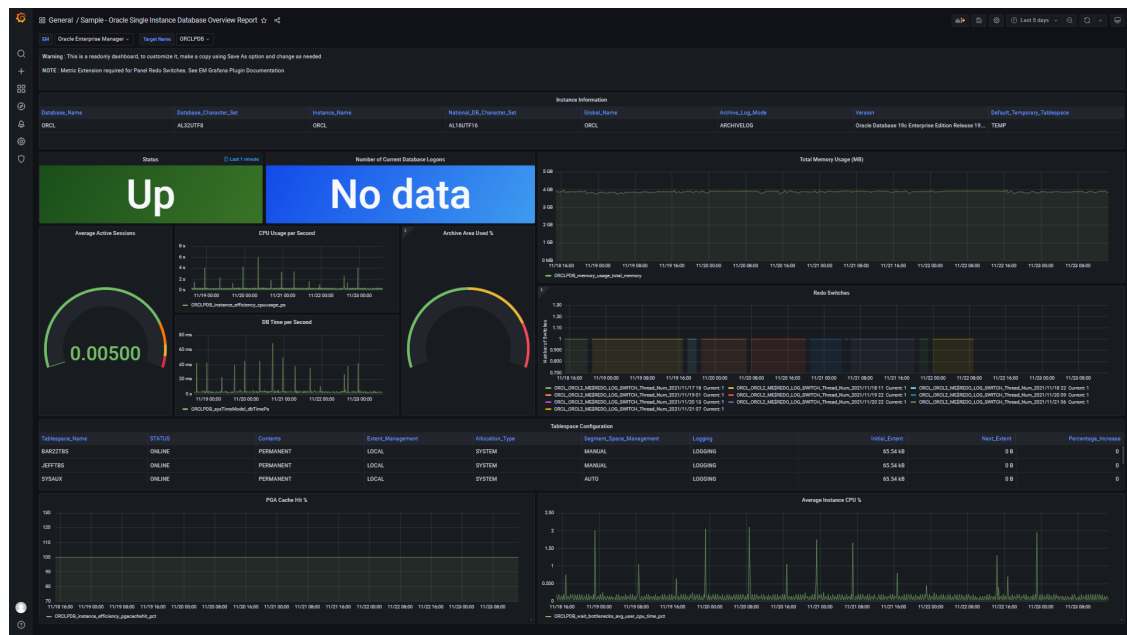
Oracle Host Health Report dashboard provides a comprehensive view of the status and health of a host:



Note:

The panel *Number of OS Logons* in this dashboard is built using a custom SQL query to the repository database to get the number of users currently logged onto the host. The metric needs to be enabled from Enterprise Manager: **User > Number of Logons**.

Oracle Single Instance Database Overview Report dashboard provides a comprehensive look at the status and health of a single instance database:



Note:

The *Redo Switches* panel in this dashboard requires a Metric Extension to be created and deployed to each database target you want to monitor from this dashboard. For information on creating a SQL Metric Extension, see *Using Metric Extensions in the Enterprise Manager Administrators Guide*.

When creating the Metric Extension, use the following SQL:

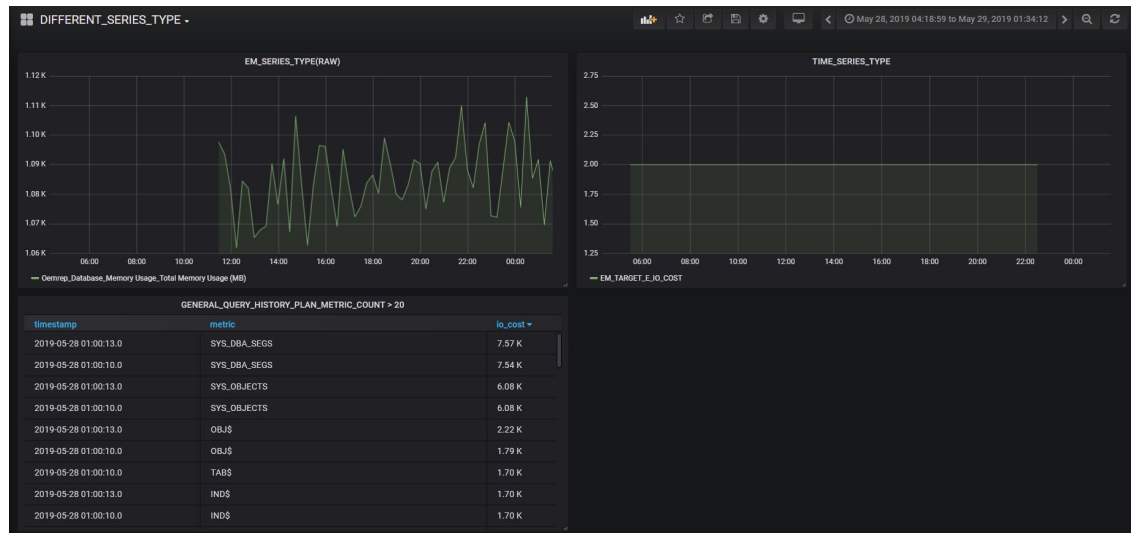
```
select *
From (SELECT to_char(first_time,'YYYY/MM/DD HH24') day_hour, count(*)
      "##"
      from v$log_history
      GROUP by to_char(first_time,'YYYY/MM/DD HH24')
      order by 1 DESC)
where rownum=1;
```



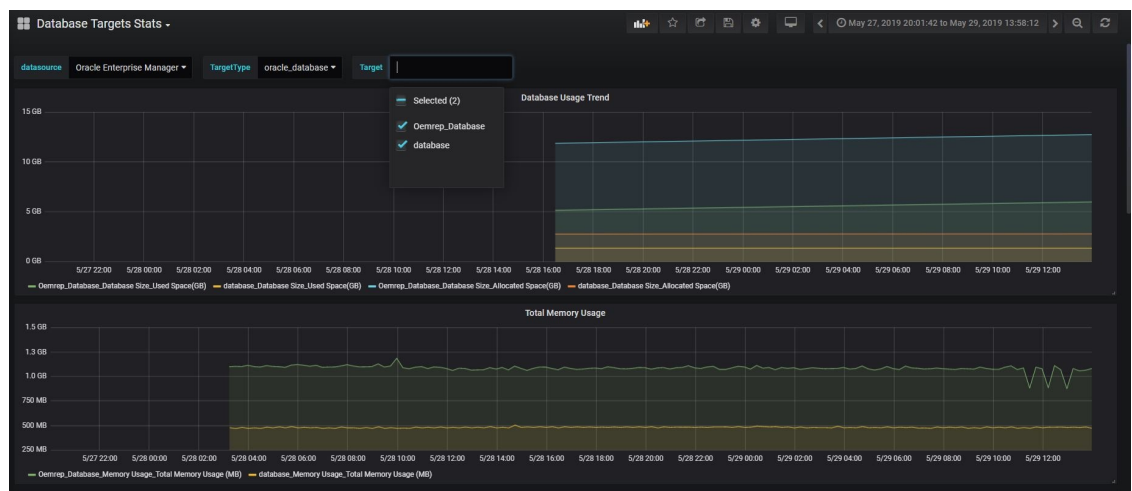
Note:

The *Archive Area Used %* panel in the Oracle Single Instance Database Overview Report dashboard requires the metric to be enabled from Enterprise Manager. Archiving must be configured on the database for value add.

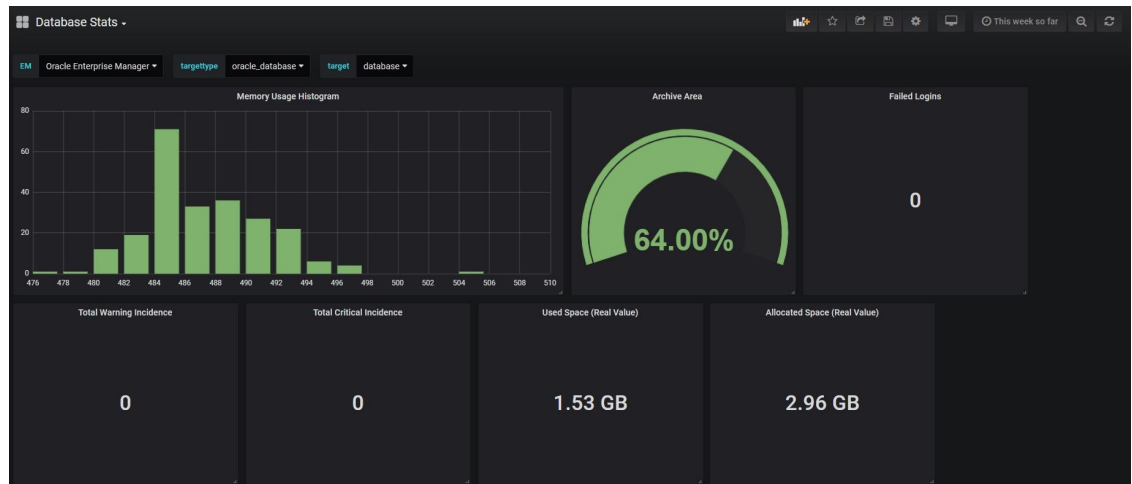
Dashboard with different series types:



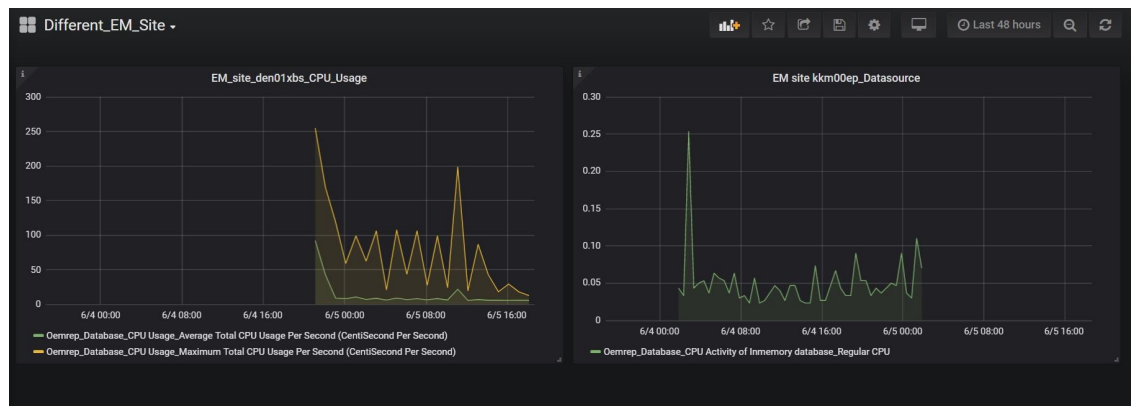
Dashboard with single target type and multiple targets (Data from a Single Enterprise Manager site, multiple targets) :



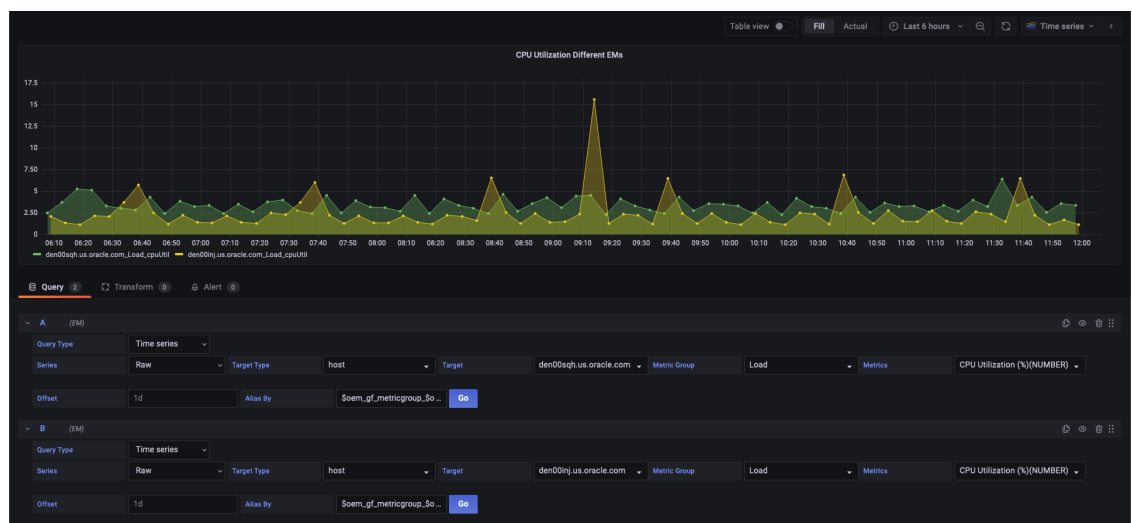
Dashboard with single target type and single target selection(Data from a single Enterprise Manager site, single targets):



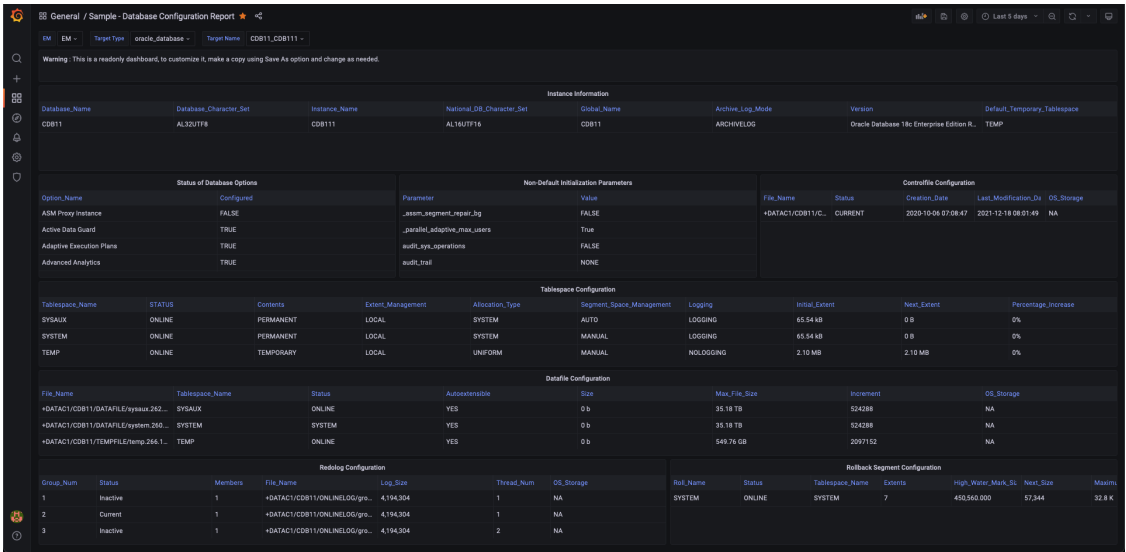
Dashboard with separate panels, pulling data from the different Enterprise Manager sites (Data from multiple Enterprise Manager sites, multiple targets) :



Dashboard with a single panel pulling data from a different Enterprise Manager sites (Data from multiple Enterprise Manager sites , single panel):



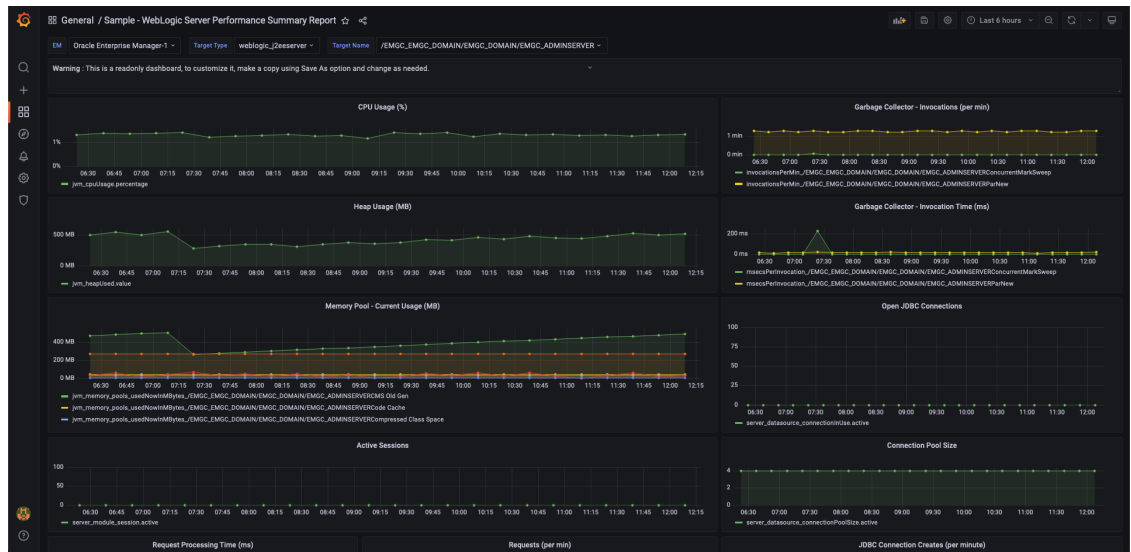
Database Configuration Dashboard



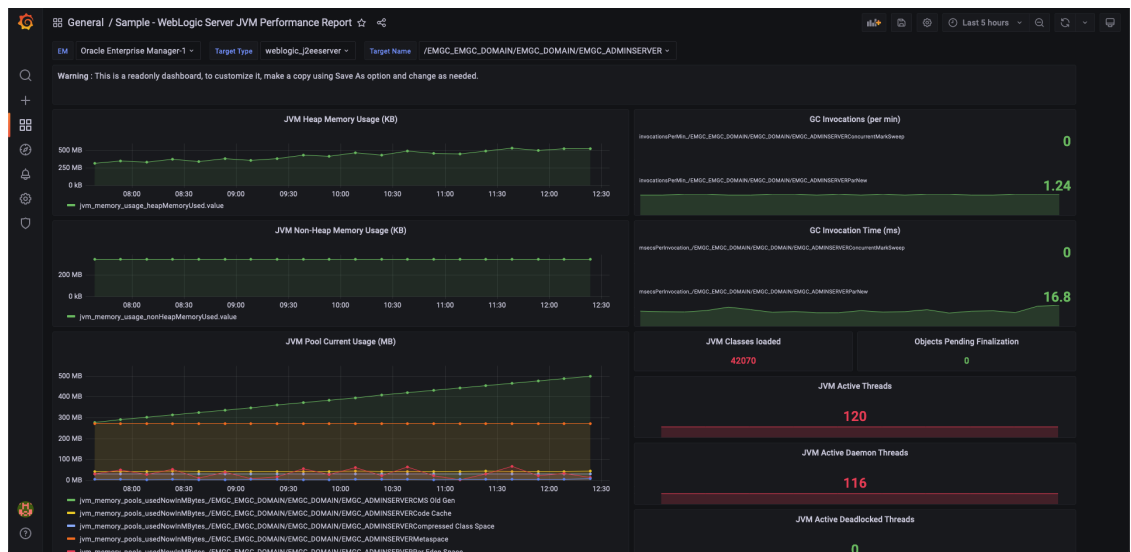
Database Performance Dashboard



WebLogic Server Performance Summary Dashboard



WebLogic Server JVM Performance Dashboard

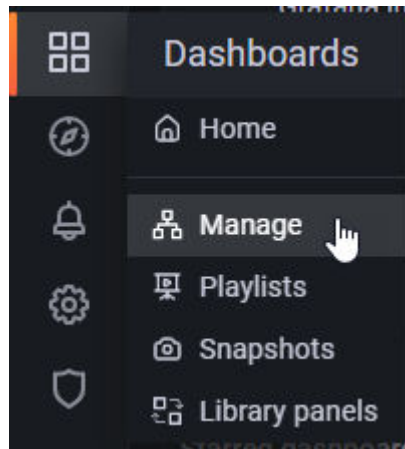


Create Dashboards Using Predefined Templates

The Oracle Enterprise Manager App for Grafana comes with a set of predefined dashboard templates that you can use to create new Grafana dashboards without having to develop them from scratch.

To display the available templates and sample dashboards:

1. Select **Manage** from the Dashboards menu.



All available dashboard samples and templates are displayed.

- Click on the desired template to begin using that template.

IMPORTANT: Before making any changes to a template dashboard, click **Save As** to clone it, otherwise your changes will be lost.

Usage Tips

Template Variables

Dashboards inherit specific Enterprise Manager information via a set of variables shown in the following table.

Table 5-1 Grafana-Enterprise Manager Variables

Variable	Definition
\$oem_gf_emsite	Enterprise Manager Site
\$oem_gf_target_type	Target Type
\$oem_gf_target_name	Target Name
\$oem_gf_metricgroup	Metric Group
\$oem_gf_metric	Metric defined in the above metric group
\$oem_gf_named_credential	Named Credential of a target

When you clone a template dashboard, your dashboard will automatically inherit one or more of below template variables based on the template dashboard you have cloned it from: \$oem_gf_target_type, \$oem_gf_target_name, \$oem_gf_emsite, \$oem_gf_named_credential.

There are query builder level variables tagged to the drop-down respectively. \$oem_gf_target_type, \$oem_gf_target_name, \$oem_gf_metricgroup, \$oem_gf_metric, \$oem_gf_named_credential which can be used in case the template variables at the dashboard level are not created.

The following example demonstrates how to reference the Template Variables in a SQL query.

```
select <col1>, <col2>
from <table>
where target_type = $oem_gf_target_type
and target_name in ( $oem_gf_target_name )
```

Variable Scope

Variable scope determines the precedence with which the variable is used.

The precedence rules are:

1. Dashboard level scope always has the priority over the query builder level scope.
2. If no template variable of `$oem_gf_target_type`, `$oem_gf_target_name` is not available in the dashboard level, the value will be replaced with the query level scope values.
3. If a template variable is absent in the query builder scope. It will be replaced with an empty string.
4. The scope of query builder level variables is at the **Queries** tab only.

Access Remote Repositories



Note:

This feature is not available starting with EM App for Grafana v4.0.0.

The Oracle Enterprise Manager App for Grafana is only available with Enterprise Manager Cloud Control 13.5. If, in addition to your Enterprise Manager 13.5 installation, you are also maintaining older versions of Enterprise Manager in your environment, you can still use Grafana to create dashboards for these older Enterprise Manager Repositories. Be sure to check the [Oracle Enterprise Manager App for Grafana download page](#) for the versions of repositories supported.

Important: If you decide to upgrade your repository to Enterprise Manager Cloud Control 13c Release 4 update 3 or higher, you must turn off the Remote Management Repository feature. As part of this App, SSL/TCP connectivity is not supported for Remote Management Repository data sources.

When creating an Enterprise Manager data source in Grafana, you have the option of accessing a Remote Management Repository.

Data Sources / Oracle Enterprise Manager
Type: Oracle Enterprise Manager

Settings

Name: Oracle Enterprise Manager [Default] [Toggle]

URL: https://myemsite.com:7380

Whitelisted Cookies: Add Name [Add]
grafana_session ✕

Basic Authentication Type

User: admin_system

Password:

Remote Management Repository [Toggle]

Host:Port: myhost.com:2321

Service Name: orcl281216.myhost.com

Named Credential:

Back Explore Delete Save & test

By defining a Remote Management Repository data source, you can have Grafana point to multiple non-13.5 repositories in your environment, thus providing you with the ability to visualize data from all Enterprise Manager installations in your managed environment.

When the Remote Management Repository is switched on, you need to specify the following information:

- **Host and Port** where the remote repository resides.
- **SID or Service Name** of the repository.
- **Named Credential:** The Global Named Credential used to log in to the remote repository. The Global Named Credential must already be defined in Enterprise Manager. These Global Named Credential must be defined in Enterprise Manager 13.5 and above only. For

more information about Global Named Credentials, see Named Credentials in the *Enterprise Manager Cloud Control Security Guide*.

Accessibility

When inside the SQL raw query editor, the `TAB` key is used for indentation (instead of navigating to the next focusable element). In order to change this behavior, you can press `Ctrl+Shift+M`. Once pressed, `TAB` will not indent and instead move focus out of the SQL raw query editor.

In order to revert this behavior, you can press `Ctrl+Shift+M` again while inside the SQL raw query editor to once again use `TAB` for indentation instead of navigation

6

Update the Oracle Enterprise Manager App for Grafana

You can update the App with the latest release by downloading the most recent distribution file and overwriting the existing content in your Grafana Server home directory.

The Oracle Enterprise Manager App for Grafana upgrade can be performed using either of the following methods:

- Upgrade using the Grafana command line interface (Recommended)
- Upgrade manually

To perform the update using the Grafana command line interface:

1. Remove the existing App.

```
./grafana-cli --pluginsDir <PLUGIN_DIR> plugins remove oracle-emcc-app
```

2. Install the new App.

```
/grafana-cli --pluginsDir <PLUGIN_DIR> --pluginUrl <FULL_PATH>/oracle-emcc-app-<VERSION>.zip plugins install oracle-emcc-app
```

Alternatively, instead of specifying the full path to the App distribution file, you can specify a download URL.

```
./grafana-cli --pluginsDir <PLUGIN_DIR> --pluginUrl <PLUGIN_URL> plugins install oracle-emcc-app
```

3. Restart the Grafana Server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

To perform the update manually:

1. Download Oracle Enterprise Manager App for Grafana zip file *em-datasource-<version>.zip* from the [Oracle Enterprise Manager App for Grafana download page](#).
2. Extract the App files.

```
unzip em-datasource-<version>.zip
```

3. Move the existing App files from your Grafana home directory to a backup directory.

```
mv $GRAFANA_HOME/data/plugins/oracle-emcc-app/* <backup directory>
```

 Note:

As a best practice, you should always make a complete backup of this directory before updating directory content.

4. Copy the latest App files to your Grafana home directory.

```
cp -r oracle-emcc-app-<version>/* $GRAFANA_HOME/data/plugins/oracle-emcc-app
```

5. Restart the Grafana Server.

```
cd $GRAFANA_HOME/bin  
./grafana-server
```

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- [uuid - v 1.3.0](#)
- [xxhash - v 2.2.0](#)
- [grafana-plugin-sdk-go - v 0.140.0](#)
- [@grafana/runtime - v 9.1.8](#)
- [@grafana/data - v 9.1.8](#)
- [@grafana/ui - v 9.1.8](#)

uuid - v 1.3.0

Provider: Google Inc.

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github.com/google/uuid
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xxhash - v 2.2.0

Provider: Caleb Spare

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== Dependency
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grafana-plugin-sdk-go - v 0.140.0

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*/\n\n\n/// <reference no-default-lib="true"/>\n\n\n/**\n * Represents the completion
of an asynchronous operation\n */\n\ninterface Promise<T> {\n    /**\n     * Attaches a
callback that is invoked when the Promise is settled (fulfilled or rejected). The\n
* resolved value cannot be modified from the callback.\n     * @param onfinally The
callback to execute when the Promise is settled (fulfilled or rejected).\n     *
@returns A Promise for the completion of the callback.\n     */\n    finally(onfinally?:
(() => void) | undefined | null): Promise<T>\n}\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference
lib="es2015" />\n\n\n/// <reference lib="es2016.array.include" />;
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2015.iterable" />\n\n\n\n/// <reference lib="es2015.symbol" />\n\n\n\ninterface
SymbolConstructor {\n    /**\n     * A regular expression method that matches the
regular expression against a string. Called\n     * by the String.prototype.matchAll
method.\n     */\n    readonly matchAll: unique symbol;\n}\n\n\ninterface RegExp {\n    /
**\n     * Matches a string with this regular expression, and returns an iterable of
matches\n     * containing the results of that search.\n     * @param string A string to
search within.\n     */\n    [Symbol.matchAll](str: string):
IterableIterator<RegExpMatchArray>;\n}\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2015.iterable" />\n\n\n\n\ninterface ObjectConstructor {\n    /**\n     * Returns an
```

```

object created by key-value entries for properties and methods\n      * @param entries An
iterable object that contains key-value entries for properties and methods.\n
*/\n    fromEntries<T = any>(entries: Iterable<readonly [PropertyKey, T]>): { [k:
string]: T }; \n\n    /**\n      * Returns an object created by key-value entries for
properties and methods\n      * @param entries An iterable object that contains key-value
entries for properties and methods.\n      */\n    fromEntries(entries: Iterable<readonly
any[]>): any;\n\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference
lib="es2015.iterable" />\n\n\ninterface String {\n    /**\n      * Matches a string with a
regular expression, and returns an iterable of matches\n      * containing the results of
that search.\n      * @param regexp A variable name or string literal containing the
regular expression pattern and flags.\n      */\n    matchAll(regexp: RegExp):
IterableIterator<RegExpMatchArray>;\n\n\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2015.symbol" />\n\n\n\n/// <reference lib="es2015.symbol.wellknown" />\n\n\n\ninterface
SharedArrayBuffer {\n    /**\n      * Read-only. The length of the ArrayBuffer (in
bytes).\n      */\n    readonly byteLength: number;\n\n    /**\n      * Returns a section
of an SharedArrayBuffer.\n      */\n    slice(begin: number, end?: number):
SharedArrayBuffer;\n    readonly [Symbol.species]: SharedArrayBuffer;\n    readonly
[Symbol.toStringTag]: "SharedArrayBuffer";\n\n\n\ninterface SharedArrayBufferConstructor
{\n    readonly prototype: SharedArrayBuffer;\n    new (byteLength: number):
SharedArrayBuffer;\n\n}\ndeclare var SharedArrayBuffer:
SharedArrayBufferConstructor;\n\n\ninterface ArrayBufferTypes {\n    SharedArrayBuffer:
SharedArrayBuffer;\n\n}\n\n\ninterface Atomics {\n    /**\n      * Adds a value to the value
at the given position in the array, returning the original value.\n      * Until this
atomic operation completes, any other read or write operation against the array\n      *
will block.\n      */\n    add(typedArray: Int8Array | Uint8Array | Int16Array |
Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\n\n    /
**\n      * Stores the bitwise AND of a value with the value at the given position in the
array,\n      * returning the original value. Until this atomic operation completes, any
other read or\n      * write operation against the array will block.\n      */\n    and(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
Uint32Array, index: number, value: number): number;\n\n    /**\n      * Replaces the
value at the given position in the array if the original value equals the given\n      *
expected value, returning the original value. Until this atomic operation completes,
any\n      * other read or write operation against the array will block.\n      */\n    compareExchange(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array |
Int32Array | Uint32Array, index: number, expectedValue: number, replacementValue:
number): number;\n\n    /**\n      * Replaces the value at the given position in the
array, returning the original value. Until\n      * this atomic operation completes, any
other read or write operation against the array will\n      * block.\n      */\n    exchange(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
Uint32Array, index: number, value: number): number;\n\n    /**\n      * Returns a value
indicating whether high-performance algorithms can use atomic operations\n      *

```



```
(`true`) or must use locks (`false`) for the given number of bytes-per-element of a
typed\n      * array.\n      */\n      isLockFree(size: number): boolean;\n\n    /**\n     * Returns the value at the given position in the array. Until this atomic operation
    completes,\n      * any other read or write operation against the array will block.\n    */\n    load(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array
    | Uint32Array, index: number): number;\n\n    /**\n     * Stores the bitwise OR of a
    value with the value at the given position in the array,\n      * returning the original
    value. Until this atomic operation completes, any other read or write\n      * operation
    against the array will block.\n    */\n    or(typedArray: Int8Array | Uint8Array |
    Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number):
    number;\n\n    /**\n     * Stores a value at the given position in the array, returning
    the new value. Until this\n      * atomic operation completes, any other read or write
    operation against the array will block.\n    */\n    store(typedArray: Int8Array |
    Uint8Array | Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value:
    number): number;\n\n    /**\n     * Subtracts a value from the value at the given
    position in the array, returning the original\n      * value. Until this atomic operation
    completes, any other read or write operation against the\n      * array will block.\n    */\n    sub(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
    Uint32Array, index: number, value: number): number;\n\n    /**\n     * If the value at
    the given position in the array is equal to the provided value, the current\n      *
    agent is put to sleep causing execution to suspend until the timeout expires
    (returning\n      * `"timed-out"`) or until the agent is awoken (returning `"ok"`);
    otherwise, returns\n      * `"not-equal"`. \n    */\n    wait(typedArray: Int32Array,
    index: number, value: number, timeout?: number): "ok" | "not-equal" | "timed-
    out";\n\n    /**\n     * Wakes up sleeping agents that are waiting on the given index of
    the array, returning the\n      * number of agents that were awoken.\n      * @param
    typedArray A shared Int32Array.\n      * @param index The position in the typedArray to
    wake up on.\n      * @param count The number of sleeping agents to notify. Defaults to
    +Infinity.\n    */\n    notify(typedArray: Int32Array, index: number, count?: number):
    number;\n\n    /**\n     * Stores the bitwise XOR of a value with the value at the given
    position in the array,\n      * returning the original value. Until this atomic operation
    completes, any other read or write\n      * operation against the array will block.\n    */\n    xor(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
    Uint32Array, index: number, value: number): number;\n\n    readonly
    [Symbol.toStringTag]: "Atomics";\n\n    declare var Atomics: Atomics;\n";
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lib="es2016" />\n\n\n/// <reference lib="dom" />\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n/// <reference lib="scripthost" />\n\n\n/// <reference
lib="dom.iterable" />';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2016" />\n\n\n\n/// <reference lib="es2017.object" />\n\n\n\n/// <reference
lib="es2017.sharedmemory" />\n\n\n\n/// <reference lib="es2017.string" />\n\n\n\n/// <reference
lib="es2017.intl" />\n\n\n\n/// <reference lib="es2017.typedarrays" />\n\n';
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\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference  
lib="es2017" />\n\n\n/// <reference lib="dom" />\n\n\n/// <reference  
lib="webworker.importscripts" />\n\n\n/// <reference lib="scripthost" />\n\n\n/// <reference  
lib="dom.iterable" />;  
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\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference  
lib="es2017" />\n\n\n\n/// <reference lib="es2018.asynciterable" />\n\n\n\n/// <reference  
lib="es2018.asyncgenerator" />\n\n\n\n/// <reference lib="es2018.promise" />\n\n\n\n/// <reference  
lib="es2018.regexp" />\n\n\n\n/// <reference lib="es2018.intl" />\n';  
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\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference  
lib="es2018" />\n\n\n\n/// <reference lib="dom" />\n\n\n\n/// <reference  
lib="webworker.importscripts" />\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n/// <reference  
lib="dom.iterable" />;  
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\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n/// <reference  
lib="es2018" />\n\n\n\n\n/// <reference lib="es2019.array" />\n\n\n\n\n/// <reference  
lib="es2019.object" />\n\n\n\n\n/// <reference lib="es2019.string" />\n\n\n\n\n/// <reference  
lib="es2019.symbol" />\n';  
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\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n/// <reference  
lib="es2019" />\n\n\n\n\n\n/// <reference lib="dom" />\n\n\n\n\n\n/// <reference
```

```
lib="webworker.importscripts" />\n/// <reference lib="scripthost" />\n/// <reference  
lib="dom.iterable" />\n';  
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference  
lib="es2019" />\n\n\n/// <reference lib="es2020.bigint" />\n\n\n/// <reference  
lib="es2020.promise" />\n\n\n/// <reference lib="es2020.sharedmemory" />\n\n\n/// <reference  
lib="es2020.string" />\n\n\n/// <reference lib="es2020.symbol.wellknown" />\n\n\n/// <reference  
lib="es2020.intl" />\n';  
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference  
lib="es2020" />\n\n\n/// <reference lib="dom" />\n\n\n/// <reference  
lib="webworker.importscripts" />\n\n\n/// <reference lib="scripthost" />\n\n\n/// <reference  
lib="dom.iterable" />\n';  
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*/\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n/// <reference  
lib="es2020" />\n\n\n/// <reference lib="es2021.promise" />\n\n\n/// <reference  
lib="es2021.string" />\n\n\n/// <reference lib="es2021.weakref" />\n';  
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*/\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n\n/// <reference  
lib="es2021" />\n\n\n/// <reference lib="dom" />\n\n\n/// <reference  
lib="webworker.importscripts" />\n\n\n/// <reference lib="scripthost" />\n\n\n/// <reference  
lib="dom.iterable" />\n';  
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```

[illegible]

```

through all keys of the key/value pairs contained in this object.\n    */\n    keys():
IterableIterator<string>;\n    /**\n    * Returns an iterator allowing to go through
all values of the key/value pairs contained in this object.\n    */\n    values():
IterableIterator<string>;\n}\n\ninterface IDBDatabase {\n    /**\n    * Returns a new
transaction with the given mode ("readonly" or "readwrite") and scope which can be a
single object store name or an array of names.\n    */\n    transaction(storeNames:
string | Iterable<string>, mode?: IDBTransactionMode): IDBTransaction;\n}\n\ninterface
IDBObjectStore {\n    /**\n    * Creates a new index in store with the given name,
keyPath and options and returns a new IDBIndex. If the keyPath and options define
constraints that cannot be satisfied with the data already in store the upgrade
transaction will abort with a "ConstraintError" DOMException.\n    */\n    * Throws an
"InvalidStateError" DOMException if not called within an upgrade transaction.\n
*/\n    createIndex(name: string, keyPath: string | Iterable<string>, options?:
IDBIndexParameters): IDBIndex;\n}\n\ninterface MediaKeyStatusMap {\n    [Symbol.iterator]
(): IterableIterator<[BufferSource, MediaKeyStatus]>;\n    entries():
IterableIterator<[BufferSource, MediaKeyStatus]>;\n    keys():
IterableIterator<BufferSource>;\n    values(): IterableIterator<MediaKeyStatus>;\n}\n\ninterface MediaList {\n    [Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface MessageEvent<T = any> {\n    /** @deprecated */\n    initMessageEvent(type: string, bubbles?: boolean, cancelable?: boolean, data?: any, origin?: string, lastEventId?: string, source?: MessageEventSource | null, ports?: Iterable<MessagePort>): void;\n}\n\ninterface MimeTypeError {\n    [Symbol.iterator](): IterableIterator<MimeType>;\n}\n\ninterface NamedNodeMap {\n    [Symbol.iterator](): IterableIterator<Attr>;\n}\n\ninterface Navigator {\n    requestMediaKeySystemAccess(keySystem: string, supportedConfigurations: Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n    vibrate(pattern: Iterable<number>): boolean;\n}\n\ninterface NodeList {\n    [Symbol.iterator](): IterableIterator<Node>;\n    /**\n    * Returns an array of key,
value pairs for every entry in the list.\n    */\n    entries():
IterableIterator<[number, Node]>;\n    /**\n    * Returns an list of keys in the
list.\n    */\n    keys(): IterableIterator<number>;\n    /**\n    * Returns an list
of values in the list.\n    */\n    values(): IterableIterator<Node>;\n}\n\ninterface
NodeListOf<TNode> extends Node {\n    [Symbol.iterator]():
IterableIterator<TNode>;\n    /**\n    * Returns an array of key, value pairs for every
entry in the list.\n    */\n    entries(): IterableIterator<[number, TNode]>;\n    /
**\n    * Returns an list of keys in the list.\n    */\n    keys():
IterableIterator<number>;\n    /**\n    * Returns an list of values in the list.\n
*/\n    values(): IterableIterator<TNode>;\n}\n\ninterface Plugin {\n    [Symbol.iterator](): IterableIterator<MimeType>;\n}\n\ninterface PluginArray {\n    [Symbol.iterator](): IterableIterator<Plugin>;\n}\n\ninterface RTCStatsReport extends ReadonlyMap<string, any> {\n    [Symbol.iterator](): IterableIterator<any>;\n    entries(): IterableIterator<[number, any]>;\n    keys(): IterableIterator<number>;\n    values(): IterableIterator<any>;\n}\n\ninterface SVGLengthList {\n    [Symbol.iterator](): IterableIterator<SVGLength>;\n}\n\ninterface SVGNumberList {\n    [Symbol.iterator](): IterableIterator<SVGNumber>;\n}\n\ninterface SVGPointList {\n    [Symbol.iterator](): IterableIterator<DOMPoint>;\n}\n\ninterface SVGStringList {\n    [Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface SVGTransformList {\n    [Symbol.iterator]():
IterableIterator<SVGTransform>;\n}\n\ninterface SourceBufferList {\n    [Symbol.iterator]
(): IterableIterator<SourceBuffer>;\n}\n\ninterface SpeechRecognitionResult {\n    [Symbol.iterator](): IterableIterator<SpeechRecognitionAlternative>;\n}\n\ninterface
SpeechRecognitionResultList {\n    [Symbol.iterator]():
IterableIterator<SpeechRecognitionResult>;\n}\n\ninterface StyleSheetList {\n    [Symbol.iterator](): IterableIterator<CSSStyleSheet>;\n}\n\ninterface SubtleCrypto {\n    deriveKey(algorithm: AlgorithmIdentifier | EcdhKeyDeriveParams | HkdfParams | Pbkdf2Params, baseKey: CryptoKey, derivedKeyType: AlgorithmIdentifier | AesDerivedKeyParams | HmacImportParams | HkdfParams | Pbkdf2Params, extractable: boolean, keyUsages: Iterable<KeyUsage>): Promise<CryptoKey>;\n    generateKey(algorithm: RsaHashedKeyGenParams | EcKeyGenParams, extractable: boolean, keyUsages: KeyUsage[]): Promise<CryptoKeyPair>;\n    generateKey(algorithm: AesKeyGenParams | HmacKeyGenParams | Pbkdf2Params, extractable: boolean, keyUsages: KeyUsage[]): Promise<CryptoKey>;\n    generateKey(algorithm: AlgorithmIdentifier, extractable: boolean, keyUsages:

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Iterable<KeyUsage>): Promise<CryptoKeyPair | CryptoKey>;\n    importKey(format: "jwk",
keyData: JsonWebKey, algorithm: AlgorithmIdentifier | RsaHashedImportParams |
EcKeyImportParams | HmacImportParams | AesKeyAlgorithm, extractable: boolean, keyUsages:
KeyUsage[]): Promise<CryptoKey>;\n    importKey(format: Exclude<KeyFormat, "jwk">,
keyData: BufferSource, algorithm: AlgorithmIdentifier | RsaHashedImportParams |
EcKeyImportParams | HmacImportParams | AesKeyAlgorithm, extractable: boolean, keyUsages:
Iterable<KeyUsage>): Promise<CryptoKey>;\n    unwrapKey(format: KeyFormat, wrappedKey:
BufferSource, unwrappingKey: CryptoKey, unwrapAlgorithm: AlgorithmIdentifier |
RsaOaepParams | AesCtrParams | AesCbcParams | AesGcmParams, unwrappedKeyAlgorithm:
AlgorithmIdentifier | RsaHashedImportParams | EcKeyImportParams | HmacImportParams |
AesKeyAlgorithm, extractable: boolean, keyUsages: Iterable<KeyUsage>):
Promise<CryptoKey>;\n\n\ninterface TextTrackCueList {\n    [Symbol.iterator]() :
IterableIterator<TextTrackCue>;\n}\n\ninterface TextTrackList {\n    [Symbol.iterator]
(): IterableIterator<TextTrack>;\n}\n\ninterface TouchList {\n    [Symbol.iterator]() :
IterableIterator<Touch>;\n}\n\ninterface URLSearchParams {\n    [Symbol.iterator]() :
IterableIterator<[string, string]>;\n    /**\n     * Returns an array of key, value
pairs for every entry in the search params.\n     */\n    entries():
IterableIterator<[string, string]>;\n    /**\n     * Returns a list of keys in the
search params.\n     */\n    keys(): IterableIterator<string>;\n    /**\n     * Returns
a list of values in the search params.\n     */\n    values():
IterableIterator<string>;\n}\n\n\ninterface WebGL_draw_buffers {\n
drawBuffersWEBGL(buffers: Iterable<GLenum>): void;\n}\n\n\ninterface
WebGL2RenderingContextBase {\n    clearBufferfv(buffer: GLenum, drawbuffer: GLint,
values: Iterable<GLfloat>, srcOffset?: GLuint): void;\n    clearBufferiv(buffer: GLenum,
drawbuffer: GLint, values: Iterable<GLint>, srcOffset?: GLuint): void;\n    clearBufferuiv(buffer: GLenum, drawbuffer: GLint, values: Iterable<GLuint>, srcOffset?:
GLuint): void;\n    drawBuffers(buffers: Iterable<GLenum>): void;\n
getActiveUniforms(program: WebGLProgram, uniformIndices: Iterable<GLuint>, pname:
GLenum): any;\n    getUniformIndices(program: WebGLProgram, uniformNames:
Iterable<string>): Iterable<GLuint> | null;\n    invalidateFramebuffer(target: GLenum,
attachments: Iterable<GLenum>): void;\n    invalidateSubFramebuffer(target: GLenum,
attachments: Iterable<GLenum>, x: GLint, y: GLint, width: GLsizei, height: GLsizei):
void;\n    transformFeedbackVaryings(program: WebGLProgram, varyings: Iterable<string>,
bufferMode: GLenum): void;\n    uniform1uiv(location: WebGLUniformLocation | null, data:
Iterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform2uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniform3uiv(location: WebGLUniformLocation |
null, data: Iterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform4uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix2x3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix2x4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix3x2fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix3x4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix4x2fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix4x3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    vertexAttribI4iv(index: GLuint, values:
Iterable<GLint>): void;\n    vertexAttribI4uiv(index: GLuint, values: Iterable<GLuint>):
void;\n}\n\n\ninterface WebGL2RenderingContextOverloads {\n    uniform1fv(location:
WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?:
GLuint): void;\n    uniform1iv(location: WebGLUniformLocation | null, data:
Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform2fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniform2iv(location: WebGLUniformLocation |
null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform3fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniform3iv(location: WebGLUniformLocation |
```



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null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniform4fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniform4iv(location: WebGLUniformLocation |
null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniformMatrix2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniformMatrix3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n
uniformMatrix4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n}\n\ninterface
WebGLRenderingContextBase {\n    vertexAttrib1fv(index: GLuint, values:
Iterable<GLfloat>): void;\n    vertexAttrib2fv(index: GLuint, values:
Iterable<GLfloat>): void;\n    vertexAttrib3fv(index: GLuint, values:
Iterable<GLfloat>): void;\n    vertexAttrib4fv(index: GLuint, values:
Iterable<GLfloat>): void;\n}\n\ninterface WebGLRenderingContextOverloads {\n
uniform1fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n
uniform1iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniform2fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n
uniform2iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniform3fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n
uniform3iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniform4fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n
uniform4iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n
uniformMatrix2fv(location: WebGLUniformLocation | null, transpose: GLboolean, value:
Iterable<GLfloat>): void;\n    uniformMatrix3fv(location: WebGLUniformLocation | null,
transpose: GLboolean, value: Iterable<GLfloat>): void;\n    uniformMatrix4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>): void;\n}
\n';

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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\nndeclare namespace Intl {\n    type
DateTimeFormatPartTypes = "day" | "dayPeriod" | "era" | "hour" | "literal" | "minute" |
"month" | "second" | "timeZoneName" | "weekday" | "year";\n\n    interface
DateTimeFormatPart {\n        type: DateTimeFormatPartTypes;\n        value:
string;\n    }\n\n    interface DateTimeFormat {\n        formatToParts(date?: Date |
number): DateTimeFormatPart[];\n    }\n}\n\n';

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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\nndeclare namespace Intl {\n\n    /
**\n    * [Unicode BCP 47 Locale Identifiers](https://unicode.org/reports/tr35/
#Unicode_Language_and_Locale_Identifiers) definition.\n    * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#locales_argument).\n    *\n    */\n    type UnicodeBCP47LocaleIdentifier =
string;\n\n    /**\n    * Unit to use in the relative time internationalized
message.\n    * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/RelativeTimeFormat/format#Parameters).\n    *\n    *
[Specification](https://tc39.es/ecma402/#sec-singularrelativetimeunit).\n    */\n
    type RelativeTimeFormatUnit =\n        | "year" | "years"\n        | "quarter" |

```

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"quarters"\n          | "month" | "months"\n          | "week" | "weeks"\n          | "day" |
"days"\n          | "hour" | "hours"\n          | "minute" | "minutes"\n          | "second" |
"seconds"\n          ;\n\n /**\n * The locale matching algorithm to use.\n
*\n * [MDN] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation).\n * [Specification] (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n type
RelativeTimeFormatLocaleMatcher = "lookup" | "best fit";\n\n /**\n * The format
of output message.\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n * [Specification] (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n type RelativeTimeFormatNumeric =
"always" | "auto";\n\n /**\n * The length of the internationalized message.\n
*\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n * [Specification] (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n type RelativeTimeFormatStyle = "long" | "short" | "narrow";\n\n /**\n *
An object with some or all of properties of `options` parameter\n * of
`Intl.RelativeTimeFormat` constructor.\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n * [Specification]
(https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n interface
RelativeTimeFormatOptions {\n     localeMatcher?:
RelativeTimeFormatLocaleMatcher;\n     numeric?: RelativeTimeFormatNumeric;\n
style?: RelativeTimeFormatStyle;\n };\n\n /**\n * An object with properties
reflecting the locale\n * and formatting options computed during
initialization\n * of the `Intl.RelativeTimeFormat` object\n * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/resolvedOptions#Description).\n * [Specification] (https://tc39.es/ecma402/#table-relativetimeformat-resolvedoptions-properties)\n */\n
interface ResolvedRelativeTimeFormatOptions {\n     locale:
UnicodeBCP47LocaleIdentifier;\n     style: RelativeTimeFormatStyle;\n     numeric:
RelativeTimeFormatNumeric;\n     numberingSystem: string;\n };\n\n /**\n *
An object representing the relative time format in parts\n * that can be used for
custom locale-aware formatting.\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/formatToParts#Using\_formatToParts).\n * [Specification] (https://tc39.es/ecma402/#sec-FormatRelativeTimeToParts).\n */\n interface RelativeTimeFormatPart
{\n     type: string;\n     value: string;\n     unit?:
RelativeTimeFormatUnit;\n }\n\n interface RelativeTimeFormat {\n     /
**\n     * Formats a value and a unit according to the locale\n     * and
formatting options of the given\n     * [ `Intl.RelativeTimeFormat` ] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/RelativeTimeFormat)
\n     * object.\n     *\n     * While this method automatically provides
the correct plural forms,\n     * the grammatical form is otherwise as neutral as
possible.\n     * It is the caller's responsibility to handle cut-off
logic\n     * such as deciding between displaying "in 7 days" or "in 1
week".\n     * This API does not support relative dates involving compound
units.\n     * e.g "in 5 days and 4 hours".\n     *\n     * @param value -
Numeric value to use in the internationalized relative time message\n
*\n     * @param unit - [Unit] (https://tc39.es/ecma402/#sec-singularrelativetimeunit)
\n     * to use in the relative time internationalized message.\n     *
Possible values are: `year`, `quarter`, `month`, `week`,\n     * `day`,
`hour`, `minute`, `second`.\n     * Plural forms are also
permitted.\n     *\n     * @throws `RangeError` if `unit` was given something
other than `unit` possible values\n     *\n     * @returns Internationalized
relative time message as string\n     *\n     * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/format).\n     * [Specification] (https://tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.format).\n     */\n
format(\n         value: number,\n         unit:
RelativeTimeFormatUnit,\n     ): string;\n\n /**\n * A version of the
format method which it returns an array of objects\n     * which represent "parts"

```



```

of the object,\n          * separating the formatted number into its constituent
parts\n          * and separating it from other surrounding text.\n          * These
objects have two properties:\n          * `type` a NumberFormat formatToParts type, and
`value`,\n          * which is the String which is the component of the
output.\n          * If a "part" came from NumberFormat,\n          * it will have a
unit property which indicates the `unit` being formatted;\n          * literals which
are part of the larger frame will not have this property.\n          *\n          *
@param value - Numeric value to use in the internationalized relative time
message\n          *\n          * @param unit - [Unit](https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n          * to use in the relative time internationalized
message.\n          * Possible values are: `year`, `quarter`, `month`,
`week`,\n          * `day`, `hour`, `minute`, `second`. \n          * Plural
forms are also permitted.\n          *\n          * @throws `RangeError` if `unit` was
given something other than `unit` possible values\n          *\n          * @returns
Array of [FormatRelativeTimeToParts](https://tc39.es/ecma402/#sec-
FormatRelativeTimeToParts)\n          *\n          * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/formatToParts).\n          *\n          * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.formatToParts).\n
*/\n          formatToParts(\n          value: number,\n          unit:
RelativeTimeFormatUnit,\n          ): RelativeTimeFormatPart[];\n          /**\n          *
Provides access to the locale and options computed during initialization of this
`Intl.RelativeTimeFormat` object.\n          *\n          * @returns A new object with
properties reflecting the locale\n          * and formatting options computed during
initialization\n          * of the `Intl.RelativeTimeFormat` object.\n
*\n          * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/resolvedOptions).\n          *\n          *
[Specification](https://tc39.es/ecma402/#sec-
intl.relativeTimeFormat.prototype.resolvedOptions)\n          */\n
resolvedOptions(): ResolvedRelativeTimeFormatOptions;\n          }\n          /**\n          * The
[`Intl.RelativeTimeFormat`](https://developer.mozilla.org/docs/Web/JavaScript/Reference/
Global_Objects/RelativeTimeFormat)\n          * object is a constructor for objects that
enable language-sensitive relative time formatting.\n          *\n          * Part of [Intl object]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl)
\n          * namespace and the [ECMAScript Internationalization API] (https://www.ecma-
international.org/publications/standards/Ecma-402.htm).\n          *\n          * [Compatibility]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n          *\n          * [Polyfills] (https://
github.com/tc39/proposal-intl-relative-time#polyfills).\n          */\n          const
RelativeTimeFormat: {\n          /**\n          * Constructor creates
[Intl.RelativeTimeFormat](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/RelativeTimeFormat)\n          * objects\n          *\n          *
@param locales - A string with a [BCP 47 language tag](http://tools.ietf.org/html/
rfc5646), or an array of such strings.\n          * For the general form and
interpretation of the locales argument,\n          * see the [Intl page](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_identification_and_negotiation).\n          *\n          * @param options - An
[object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n          * with
some or all of options of the formatting.\n          * An object with some or all of the
following properties:\n          * - `localeMatcher` - The locale matching algorithm to
use.\n          * Possible values are `lookup` and `best fit`; the default is
`best fit`. \n          * For information about this option, see [Intl page](https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n          * - `numeric` - The format of output
message.\n          * Possible values are: `always` (default, e.g., `1 day ago`) or
`auto` (e.g., `yesterday`).\n          * The `auto` value allows to not always
have to use numeric values in the output.\n          * - `style` - The length of the
internationalized message. Possible values are:\n          * `long` (default, e.g.,
in 1 month),\n          * `short` (e.g., in 1 mo.)\n          * or `narrow`
(e.g., in 1 mo.). The narrow style could be similar to the short style for some
locales.\n          *\n          * @returns [Intl.RelativeTimeFormat](https://

```

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developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
RelativeTimeFormat) object.\n          *\n          * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/RelativeTimeFormat).\n          *\n          * [Specification](https://
tc39.es/ecma402/#sec-intl-relativetimeformat-constructor).\n          */\n
new(\n          locales?: UnicodeBCP47LocaleIdentifier |
UnicodeBCP47LocaleIdentifier[],\n          options?:
RelativeTimeFormatOptions,\n          ): RelativeTimeFormat;\n\n          /**\n          *
Returns an array containing those of the provided locales\n          * that are supported
in date and time formatting\n          * without having to fall back to the runtime's
default locale.\n          *\n          * @param locales - A string with a [BCP 47
language tag](http://tools.ietf.org/html/rfc5646), or an array of such
strings.\n          * For the general form and interpretation of the locales
argument,\n          * see the [Intl page](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_identification_and_negotiation).\n          *\n          * @param options - An
[object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n          * with
some or all of options of the formatting.\n          * An object with some or all of the
following properties:\n          * - `localeMatcher` - The locale matching algorithm to
use.\n          * Possible values are `"lookup"` and `"best fit"`; the default is
`"best fit"`.\n          * For information about this option, see [Intl page](https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n          * - `numeric` - The format of output
message.\n          * Possible values are: `"always"` (default, e.g., `1 day ago`) or
`"auto"` (e.g., `yesterday`).\n          * The `"auto"` value allows to not always
have to use numeric values in the output.\n          * - `style` - The length of the
internationalized message. Possible values are:\n          * - `"long"` (default, e.g.,
in 1 month),\n          * - `"short"` (e.g., in 1 mo.)\n          * or `"narrow"`
(e.g., in 1 mo.). The narrow style could be similar to the short style for some
locales.\n          *\n          * @returns An array containing those of the provided
locales\n          * that are supported in date and time formatting\n          * without
having to fall back to the runtime's default locale.\n          *\n          * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/supportedLocalesOf).\n          *\n          * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.supportedLocalesOf).\n          */\n
supportedLocalesOf(\n          locales?: UnicodeBCP47LocaleIdentifier |
UnicodeBCP47LocaleIdentifier[],\n          options?:
RelativeTimeFormatOptions,\n          ): UnicodeBCP47LocaleIdentifier[];\n\n          }\n\n
interface NumberFormatOptions {\n          compactDisplay?: string;\n          notation?:
string;\n          signDisplay?: string;\n          unit?: string;\n          unitDisplay?:
string;\n          }\n\n          interface ResolvedNumberFormatOptions {\n          compactDisplay?:
string;\n          notation?: string;\n          signDisplay?: string;\n          unit?:
string;\n          unitDisplay?: string;\n          }\n\n          interface DateTimeFormatOptions
{\n          dateStyle?: "full" | "long" | "medium" | "short";\n          timeStyle?: "full"
| "long" | "medium" | "short";\n          calendar?: string;\n          dayPeriod?: "narrow"
| "short" | "long";\n          numberingSystem?: string;\n          hourCycle?: "h11" |
"h12" | "h23" | "h24";\n          fractionalSecondDigits?: 0 | 1 | 2 | 3;\n          }\n\n
};\n\n          Copyright (c) Microsoft Corporation. All rights reserved.\n\n          Licensed under the Apache
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with the License. You may obtain a copy of the\n\n          License at http://www.apache.org/
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PURPOSE,\n\n          MERCHANTABILITY OR NON-INFRINGEMENT.\n\n          See the Apache Version 2.0 License for
specific language governing permissions\n\n          and limitations under the
License.\n\n          *****\n\n          */\n\n          \n\n          <reference no-default-lib="true"/>\n\n          \n\n          declare namespace Intl {\n\n          //
http://cldr.unicode.org/index/cldr-spec/plural-rules#TOC-Determining-Plural-
Categories\n          type LDMLPluralRule = "zero" | "one" | "two" | "few" | "many" |
"other";\n          type PluralRuleType = "cardinal" | "ordinal";\n\n          interface
PluralRulesOptions {\n          localeMatcher?: "lookup" | "best fit";\n          type?:

```

```

PluralRuleType; \n
number; \n
maximumFractionDigits?: number; \n
minimumIntegerDigits?: number; \n
number; \n
maximumSignificantDigits?: number; \n
minimumSignificantDigits?: number; \n
interface
ResolvedPluralRulesOptions { \n
locale: string; \n
pluralCategories:
LDMLPluralRule[]; \n
type: PluralRuleType; \n
minimumIntegerDigits:
number; \n
minimumFractionDigits: number; \n
maximumFractionDigits:
number; \n
minimumSignificantDigits?: number; \n
maximumSignificantDigits?:
number; \n
} \n \n
interface PluralRules { \n
resolvedOptions():
ResolvedPluralRulesOptions; \n
select(n: number): LDMLPluralRule; \n
} \n \n
const PluralRules: { \n
new(locales?: string | string[], options?:
PluralRulesOptions): PluralRules; \n
(locales?: string | string[], options?:
PluralRulesOptions): PluralRules; \n
supportedLocalesOf(\n
locales:
string | string[], \n
options?: PluralRulesOptions, \n
):
string[]; \n
}; \n \n \n \n
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```

function has(target: object, propertyKey: PropertyKey): boolean;
/**
 * Returns a value that indicates whether new properties can be added to an
 * object.
 * @param target Object to test.
 */
function isExtensible(target: object): boolean;
/**
 * Returns the string and symbol
 * keys of the own properties of an object. The own properties of an object
 * are those that are defined directly on that object, and are not inherited from the object's
 * prototype.
 * @param target Object that contains the own properties.
 */
function ownKeys(target: object): (string | symbol)[];
/**
 * Prevents the
 * addition of new properties to an object.
 * @param target Object to make non-
 * extensible.
 * @return Whether the object has been made non-extensible.
 */
function preventExtensions(target: object): boolean;
/**
 * Sets the
 * property of target, equivalent to `target[propertyKey] = value` when `receiver ===
 * target`.
 * @param target Object that contains the property on itself or in its
 * prototype chain.
 * @param propertyKey Name of the property.
 * @param receiver The reference to use as the `this` value in the setter function.
 * if `target[propertyKey]` is an accessor property.
 */
function set(target:
object, propertyKey: PropertyKey, value: any, receiver?: any): boolean;
/**
 * Sets the prototype of a specified object o to object proto or null.
 * @param
 * target The object to change its prototype.
 * @param proto The value of the new
 * prototype or null.
 * @return Whether setting the prototype was successful.
 */
function setPrototypeOf(target: object, proto: object | null): boolean;
}
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specific language governing permissions
and limitations under the
License.
*****
*/
interface AggregateError extends
Error {
    errors: any[]
}
interface AggregateErrorConstructor {
    new(errors:
Iterable<any>, message?: string): AggregateError;
    (errors: Iterable<any>, message?:
string): AggregateError;
    readonly prototype: AggregateError;
}
declare var
AggregateError: AggregateErrorConstructor;
/**
 * Represents the completion of an
 * asynchronous operation
 */
interface PromiseConstructor {
    /**
     * The any
     * function returns a promise that is fulfilled by the first given promise to be fulfilled,
     * or rejected with an AggregateError containing an array of rejection reasons if all of
     * the given promises are rejected. It resolves all elements of the passed iterable to
     * promises as it runs this algorithm.
     * @param values An array or iterable of
     * Promises.
     * @returns A new Promise.
     */
    any<T>(values: (T |
    PromiseLike<T>)) | Iterable<T | PromiseLike<T>>): Promise<T>;
}
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IMPLIED WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR
PURPOSE, MERCHANTABILITY OR NON-INFRINGEMENT.
See the Apache Version 2.0 License for
specific language governing permissions
and limitations under the
License.
*****
*/
interface Array<T> {
    /**
     * Determines whether an array includes a certain element, returning true or
     * false as appropriate.
     * @param searchElement The element to search for.
     *
     * @param fromIndex The position in this array at which to begin searching for
     * searchElement.
     */
    includes(searchElement: T, fromIndex?: number): boolean;
}
interface ReadonlyArray<T> {
    /**
     * Determines whether an array includes a
     * certain element, returning true or false as appropriate.
     * @param searchElement
     * The element to search for.
     * @param fromIndex The position in this array at which
     * to begin searching for searchElement.
     */
    includes(searchElement: T,
    fromIndex?: number): boolean;
}
interface Int8Array {
    /**
     * Determines
     * whether an array includes a certain element, returning true or false as

```

```

appropriate.\n      * @param searchElement The element to search for.\n      * @param
fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n)\n\ninterface Uint8Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n)\n\ninterface
Uint8ClampedArray {\n      /**\n      * Determines whether an array includes a certain
element, returning true or false as appropriate.\n      * @param searchElement The
element to search for.\n      * @param fromIndex The position in this array at which to
begin searching for searchElement.\n      */\n      includes(searchElement: number,
fromIndex?: number): boolean;\n)\n\ninterface Int16Array {\n      /**\n      * Determines
whether an array includes a certain element, returning true or false as
appropriate.\n      * @param searchElement The element to search for.\n      * @param
fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n)\n\ninterface Uint16Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n)\n\ninterface Int32Array
{\n      /**\n      * Determines whether an array includes a certain element, returning
true or false as appropriate.\n      * @param searchElement The element to search
for.\n      * @param fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n)\n\ninterface Uint32Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n)\n\ninterface
Float32Array {\n      /**\n      * Determines whether an array includes a certain element,
returning true or false as appropriate.\n      * @param searchElement The element to
search for.\n      * @param fromIndex The position in this array at which to begin
searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?:
number): boolean;\n)\n\ninterface Float64Array {\n      /**\n      * Determines whether an
array includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n)'};
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PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Array<T> {\n      /
**\n      * Returns the value of the first element in the array where predicate is true,
and undefined\n      * otherwise.\n      * @param predicate find calls predicate once for
each element of the array, in ascending\n      * order, until it finds one where
predicate returns true. If such an element is found, find\n      * immediately returns
that element value. Otherwise, find returns undefined.\n      * @param thisArg If
provided, it will be used as the this value for each invocation of\n      * predicate. If
it is not provided, undefined is used instead.\n      */\n      find<S extends
T>(predicate: (this: void, value: T, index: number, obj: T[]) => value is S, thisArg?:
any): S | undefined;\n      find(predicate: (value: T, index: number, obj: T[]) =>
unknown, thisArg?: any): T | undefined;\n\n      /**\n      * Returns the index of the
first element in the array where predicate is true, and -1\n      * otherwise.\n      *
@param predicate find calls predicate once for each element of the array, in

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ascending\n      * order, until it finds one where predicate returns true. If such an
element is found,\n      * findIndex immediately returns that element index. Otherwise,
findIndex returns -1.\n      * @param thisArg If provided, it will be used as the this
value for each invocation of\n      * predicate. If it is not provided, undefined is used
instead.\n      */\n      findIndex(predicate: (value: T, index: number, obj: T[]) =>
unknown, thisArg?: any): number;\n\n      /**\n      * Changes all array elements from
`start` to `end` index to a static `value` and returns the modified array\n      * @param
value value to fill array section with\n      * @param start index to start filling the
array at. If start is negative, it is treated as\n      * length+start where length is
the length of the array.\n      * @param end index to stop filling the array at. If end
is negative, it is treated as\n      * length+end.\n      */\n      fill(value: T, start?:
number, end?: number): this;\n\n      /**\n      * Returns the this object after copying a
section of the array identified by start and end\n      * to the same array starting at
position target\n      * @param target If target is negative, it is treated as
length+target where length is the\n      * length of the array.\n      * @param start If
start is negative, it is treated as length+start. If end is negative, it\n      * is
treated as length+end.\n      * @param end If not specified, length of the this object is
used as its default value.\n      */\n      copyWithin(target: number, start: number, end?:
number): this;\n\n\n      interface ArrayConstructor {\n\n          /**\n          * Creates an array from
an array-like object.\n          * @param arrayLike An array-like object to convert to an
array.\n          */\n          from<T>(arrayLike: ArrayLike<T>): T[];\n\n          /**\n          * Creates
an array from an iterable object.\n          * @param arrayLike An array-like object to
convert to an array.\n          * @param mapfn A mapping function to call on every element of
the array.\n          * @param thisArg Value of `this` used to invoke the mapfn.\n          */\n          from<T, U>(arrayLike: ArrayLike<T>, mapfn: (v: T, k: number) => U, thisArg?:
any): U[];\n\n          /**\n          * Returns a new array from a set of elements.\n          * @param
items A set of elements to include in the new array object.\n          */\n          of<T>(...items: T[]): T[];\n\n\n          interface DateConstructor {\n              new (value: number |
string | Date): Date;\n          }\n\n          interface Function {\n\n              /**\n              * Returns the name of
the function. Function names are read-only and can not be changed.\n              */\n              readonly name: string;\n          }\n\n          interface Math {\n\n              /**\n              * Returns the number of
leading zero bits in the 32-bit binary representation of a number.\n              * @param x A
numeric expression.\n              */\n              clz32(x: number): number;\n\n              /**\n              * Returns
the result of 32-bit multiplication of two numbers.\n              * @param x First number\n              * @param y Second number\n              */\n              imul(x: number, y: number): number;\n\n              /\n              /**\n              * Returns the sign of the x, indicating whether x is positive, negative or
zero.\n              * @param x The numeric expression to test\n              */\n              sign(x: number):
number;\n\n              /**\n              * Returns the base 10 logarithm of a number.\n              * @param x A
numeric expression.\n              */\n              log10(x: number): number;\n\n              /**\n              * Returns
the base 2 logarithm of a number.\n              * @param x A numeric expression.\n              */\n              log2(x: number): number;\n\n              /**\n              * Returns the natural logarithm of 1 +
x.\n              * @param x A numeric expression.\n              */\n              log1p(x: number):
number;\n\n              /**\n              * Returns the result of (e^x - 1), which is an implementation-
dependent approximation to\n              * subtracting 1 from the exponential function of x (e
raised to the power of x, where e\n              * is the base of the natural logarithms).\n              * @param x A numeric expression.\n              */\n              expm1(x: number): number;\n\n              /\n              /**\n              * Returns the hyperbolic cosine of a number.\n              * @param x A numeric
expression that contains an angle measured in radians.\n              */\n              cosh(x: number):
number;\n\n              /**\n              * Returns the hyperbolic sine of a number.\n              * @param x A
numeric expression that contains an angle measured in radians.\n              */\n              sinh(x:
number): number;\n\n              /**\n              * Returns the hyperbolic tangent of a number.\n              * @param x A numeric expression that contains an angle measured in radians.\n              */\n              tanh(x: number): number;\n\n              /**\n              * Returns the inverse hyperbolic cosine of a
number.\n              * @param x A numeric expression that contains an angle measured in
radians.\n              */\n              acosh(x: number): number;\n\n              /**\n              * Returns the inverse
hyperbolic sine of a number.\n              * @param x A numeric expression that contains an
angle measured in radians.\n              */\n              asinh(x: number): number;\n\n              /**\n              *
Returns the inverse hyperbolic tangent of a number.\n              * @param x A numeric
expression that contains an angle measured in radians.\n              */\n              atanh(x: number):
number;\n\n              /**\n              * Returns the square root of the sum of squares of its
arguments.\n              * @param values Values to compute the square root for.\n              */\n              If
no arguments are passed, the result is +0.\n              * If there is only one argument,

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the result is the absolute value.\n      *      If any argument is +Infinity or -Infinity,
the result is +Infinity.\n      *      If any argument is NaN, the result is NaN.\n
*      If all arguments are either +0 or \u22120, the result is +0.\n      */\n
hypot(...values: number[]): number;\n\n    /**\n      * Returns the integral part of the
a numeric expression, x, removing any fractional digits.\n      * If x is already an
integer, the result is x.\n      * @param x A numeric expression.\n      */\n    trunc(x:
number): number;\n\n    /**\n      * Returns the nearest single precision float
representation of a number.\n      * @param x A numeric expression.\n      */\n
fround(x: number): number;\n\n    /**\n      * Returns an implementation-dependent
approximation to the cube root of number.\n      * @param x A numeric expression.\n
*/\n    cbrt(x: number): number;\n\n\ninterface NumberConstructor {\n    /**\n      *
The value of Number.EPSILON is the difference between 1 and the smallest value greater
than 1\n      * that is representable as a Number value, which is approximately:\n      *
2.2204460492503130808472633361816 x 10\u200D\u221216.\n      */\n    readonly
EPSILON: number;\n\n    /**\n      * Returns true if passed value is finite.\n      *
Unlike the global isFinite, Number.isFinite doesn't forcibly convert the parameter to
a\n      * number. Only finite values of the type number, result in true.\n      * @param
number A numeric value.\n      */\n    isFinite(number: unknown): boolean;\n\n    /
**\n      * Returns true if the value passed is an integer, false otherwise.\n      *
@param number A numeric value.\n      */\n    isInteger(number: unknown):
boolean;\n\n    /**\n      * Returns a Boolean value that indicates whether a value is
the reserved value NaN (not a\n      * number). Unlike the global isNaN(), Number.isNaN()
doesn't forcefully convert the parameter\n      * to a number. Only values of the type
number, that are also NaN, result in true.\n      * @param number A numeric value.\n
*/\n    isNaN(number: unknown): boolean;\n\n    /**\n      * Returns true if the value
passed is a safe integer.\n      * @param number A numeric value.\n      */\n
isSafeInteger(number: unknown): boolean;\n\n    /**\n      * The value of the largest
integer n such that n and n + 1 are both exactly representable as\n      * a Number
value.\n      * The value of Number.MAX_SAFE_INTEGER is 9007199254740991 2^53 \u2212
1.\n      */\n    readonly MAX_SAFE_INTEGER: number;\n\n    /**\n      * The value of the
smallest integer n such that n and n \u2212 1 are both exactly representable as\n      *
a Number value.\n      * The value of Number.MIN_SAFE_INTEGER is \u22129007199254740991
(\u22122^53 \u2212 1).\n      */\n    readonly MIN_SAFE_INTEGER: number;\n\n    /
**\n      * Converts a string to a floating-point number.\n      * @param string A string
that contains a floating-point number.\n      */\n    parseFloat(string: string):
number;\n\n    /**\n      * Converts A string to an integer.\n      * @param string A
string to convert into a number.\n      * @param radix A value between 2 and 36 that
specifies the base of the number in `string`.\n      * If this argument is not supplied,
strings with a prefix of `0x` are considered hexadecimal.\n      * All other strings
are considered decimal.\n      */\n    parseInt(string: string, radix?: number):
number;\n\n\ninterface ObjectConstructor {\n    /**\n      * Copy the values of all of
the enumerable own properties from one or more source objects to a\n      * target
object. Returns the target object.\n      * @param target The target object to copy
to.\n      * @param source The source object from which to copy properties.\n      */\n
assign<T, U>(target: T, source: U): T & U;\n\n    /**\n      * Copy the values of all of
the enumerable own properties from one or more source objects to a\n      * target
object. Returns the target object.\n      * @param target The target object to copy
to.\n      * @param source1 The first source object from which to copy properties.\n
* @param source2 The second source object from which to copy properties.\n      */\n
assign<T, U, V>(target: T, source1: U, source2: V): T & U & V;\n\n    /**\n      * Copy
the values of all of the enumerable own properties from one or more source objects to
a\n      * target object. Returns the target object.\n      * @param target The target
object to copy to.\n      * @param source1 The first source object from which to copy
properties.\n      * @param source2 The second source object from which to copy
properties.\n      * @param source3 The third source object from which to copy
properties.\n      */\n    assign<T, U, V, W>(target: T, source1: U, source2: V, source3:
W): T & U & V & W;\n\n    /**\n      * Copy the values of all of the enumerable own
properties from one or more source objects to a\n      * target object. Returns the
target object.\n      * @param target The target object to copy to.\n      * @param
sources One or more source objects from which to copy properties\n      */\n
assign(target: object, ...sources: any[]): any;\n\n    /**\n      * Returns an array of
all symbol properties found directly on object o.\n      * @param o Object to retrieve

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the symbols from.\n    */\n    getOwnPropertySymbols(o: any): symbol[];\n\n    /\n    **\n    * Returns the names of the enumerable string properties and methods of an\n    object.\n    * @param o Object that contains the properties and methods. This can be an\n    object that you created or an existing Document Object Model (DOM) object.\n    */\n    keys(o: {}): string[];\n\n    /**\n    * Returns true if the values are the same value,\n    false otherwise.\n    * @param value1 The first value.\n    * @param value2 The second\n    value.\n    */\n    is(value1: any, value2: any): boolean;\n\n    /**\n    * Sets the\n    prototype of a specified object o to object proto or null. Returns the object o.\n    * @param o The object to change its prototype.\n    * @param proto The value of the new\n    prototype or null.\n    */\n    setPrototypeOf(o: any, proto: object | null): any;\n\n    \n\n    interface ReadonlyArray<T> {\n        /**\n        * Returns the value of the first element\n        in the array where predicate is true, and undefined\n        * otherwise.\n        * @param\n        predicate find calls predicate once for each element of the array, in ascending\n        * order, until it finds one where predicate returns true. If such an element is found,\n        find\n        * immediately returns that element value. Otherwise, find returns\n        undefined.\n        * @param thisArg If provided, it will be used as the this value for\n        each invocation of\n        * predicate. If it is not provided, undefined is used\n        instead.\n        */\n        find<S extends T>(predicate: (this: void, value: T, index:\n        number, obj: readonly T[]) => value is S, thisArg?: any): S | undefined;\n        find(predicate: (value: T, index: number, obj: readonly T[]) => unknown, thisArg?: any):\n        T | undefined;\n\n        /**\n        * Returns the index of the first element in the array\n        where predicate is true, and -1\n        * otherwise.\n        * @param predicate find calls\n        predicate once for each element of the array, in ascending\n        * order, until it finds\n        one where predicate returns true. If such an element is found,\n        * findIndex\n        immediately returns that element index. Otherwise, findIndex returns -1.\n        * @param\n        thisArg If provided, it will be used as the this value for each invocation of\n        * predicate. If it is not provided, undefined is used instead.\n        */\n        findIndex(predicate: (value: T, index: number, obj: readonly T[]) => unknown, thisArg?:\n        any): number;\n    }\n\n    interface RegExp {\n        /**\n        * Returns a string indicating the\n        flags of the regular expression in question. This field is read-only.\n        * The\n        characters in this string are sequenced and concatenated in the following order:\n        *\n        * - "g" for global\n        * - "i" for ignoreCase\n        * - "m" for\n        multiline\n        * - "u" for unicode\n        * - "y" for sticky\n        *\n        * If no\n        flags are set, the value is the empty string.\n        */\n        readonly flags:\n        string;\n\n        /**\n        * Returns a Boolean value indicating the state of the sticky\n        flag (y) used with a regular\n        * expression. Default is false. Read-only.\n        */\n        readonly sticky: boolean;\n\n        /**\n        * Returns a Boolean value indicating\n        the state of the Unicode flag (u) used with a regular\n        * expression. Default is\n        false. Read-only.\n        */\n        readonly unicode: boolean;\n    }\n\n    interface\n    RegExpConstructor {\n        new (pattern: RegExp | string, flags?: string): RegExp;\n        (pattern: RegExp | string, flags?: string): RegExp;\n    }\n\n    interface String {\n        /\n        **\n        * Returns a nonnegative integer Number less than 1114112 (0x110000) that is the\n        code point\n        * value of the UTF-16 encoded code point starting at the string element\n        at position pos in\n        * the String resulting from converting this object to a\n        String.\n        * If there is no element at that position, the result is undefined.\n        *\n        * If a valid UTF-16 surrogate pair does not begin at pos, the result is the code unit at\n        pos.\n        */\n        codePointAt(pos: number): number | undefined;\n\n        /**\n        *\n        Returns true if searchString appears as a substring of the result of converting\n        this\n        * object to a String, at one or more positions that are\n        * greater than\n        or equal to position; otherwise, returns false.\n        * @param searchString search\n        string\n        * @param position If position is undefined, 0 is assumed, so as to search\n        all of the String.\n        */\n        includes(searchString: string, position?: number):\n        boolean;\n\n        /**\n        * Returns true if the sequence of elements of searchString\n        converted to a String is the\n        * same as the corresponding elements of this object\n        (converted to a String) starting at\n        * endPosition \u2013 length(this). Otherwise\n        returns false.\n        */\n        endsWith(searchString: string, endPosition?: number):\n        boolean;\n\n        /**\n        * Returns the String value result of normalizing the string\n        into the normalization form\n        * named by form as specified in Unicode Standard Annex\n        #15, Unicode Normalization Forms.\n        * @param form Applicable values: "NFC", "NFD",\n        "NFKC", or "NFKD", If not specified default\n        * is "NFC"\n        */\n        normalize(form: "NFC" | "NFD" | "NFKC" | "NFKD"): string;\n\n        /**\n        * Returns the\n        String value result of normalizing the string into the normalization form\n        * named

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by form as specified in Unicode Standard Annex #15, Unicode Normalization Forms.\n      *
@param form Applicable values: "NFC", "NFD", "NFKC", or "NFKD", If not specified
default\n      * is "NFC"\n      */\n      normalize(form?: string): string;\n\n      /\n      **\n      * Returns a String value that is made from count copies appended together. If
count is 0,\n      * the empty string is returned.\n      * @param count number of copies
to append\n      */\n      repeat(count: number): string;\n\n      /**\n      * Returns true
if the sequence of elements of searchString converted to a String is the\n      * same as
the corresponding elements of this object (converted to a String) starting at\n      *
position. Otherwise returns false.\n      */\n      startsWith(searchString: string,
position?: number): boolean;\n\n      /**\n      * Returns an `<a>` HTML anchor element and
sets the name attribute to the text value\n      * @param name\n      */\n      anchor(name:
string): string;\n\n      /** Returns a `<big>` HTML element */\n      big():
string;\n\n      /** Returns a `<blink>` HTML element */\n      blink(): string;\n\n      /\n      Returns a `<b>` HTML element */\n      bold(): string;\n\n      /\n      Returns a `<tt>` HTML
element */\n      fixed(): string;\n\n      /** Returns a `<font>` HTML element and sets the
color attribute value */\n      fontcolor(color: string): string;\n\n      /** Returns a
`<font>` HTML element and sets the size attribute value */\n      fontsize(size: number):
string;\n\n      /** Returns a `<font>` HTML element and sets the size attribute value
*/\n      fontsize(size: string): string;\n\n      /** Returns an `<i>` HTML element */\n
italics(): string;\n\n      /** Returns an `<a>` HTML element and sets the href attribute
value */\n      link(url: string): string;\n\n      /** Returns a `<small>` HTML element
*/\n      small(): string;\n\n      /** Returns a `<strike>` HTML element */\n      strike():
string;\n\n      /** Returns a `<sub>` HTML element */\n      sub(): string;\n\n      /\n      Returns a `<sup>` HTML element */\n      sup(): string;\n\n\ninterface StringConstructor
{\n      /\n      * Return the String value whose elements are, in order, the elements in
the List elements.\n      * If length is 0, the empty string is returned.\n      */\n      fromCodePoint(...codePoints: number[]): string;\n\n      /\n      * String.raw is usually
used as a tag function of a Tagged Template String. When called as\n      * such, the
first argument will be a well formed template call site object and the rest\n      *
parameter will contain the substitution values. It can also be called directly, for
example,\n      * to interleave strings and values from your own tag function, and in
this case the only thing\n      * it needs from the first argument is the raw
property.\n      * @param template A well-formed template string call site
representation.\n      * @param substitutions A set of substitution values.\n      */\n      raw(template: { raw: readonly string[] | ArrayLike<string>}, ...substitutions: any[]):
string;\n\n}\n';
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with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR
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PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Atomics {\n      /\n      * Adds a value to the value at the given position in the array, returning the original
value.\n      * Until this atomic operation completes, any other read or write operation
against the array\n      * will block.\n      */\n      add(typedArray: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\n\n      /\n      * Stores the
bitwise AND of a value with the value at the given position in the array,\n      *
returning the original value. Until this atomic operation completes, any other read
or\n      * write operation against the array will block.\n      */\n      and(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\n\n      /\n      * Replaces the value at the given position in the array if the original value equals the
given\n      * expected value, returning the original value. Until this atomic operation
completes, any\n      * other read or write operation against the array will block.\n      */\n      compareExchange(typedArray: BigInt64Array | BigUint64Array, index: number,
expectedValue: bigint, replacementValue: bigint): bigint;\n\n      /\n      * Replaces
the value at the given position in the array, returning the original value. Until\n      *
this atomic operation completes, any other read or write operation against the array
will\n      * block.\n      */\n      exchange(typedArray: BigInt64Array | BigUint64Array,

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index: number, value: bigint): bigint;\n\n    /**\n     * Returns the value at the given
position in the array. Until this atomic operation completes,\n     * any other read or
write operation against the array will block.\n     */\n    load(typedArray:
BigInt64Array | BigUint64Array, index: number): bigint;\n\n    /**\n     * Stores the
bitwise OR of a value with the value at the given position in the array,\n     *
returning the original value. Until this atomic operation completes, any other read or
write\n     * operation against the array will block.\n     */\n    or(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\n\n    /**\n     * Stores a value at the given position in the array, returning the new value. Until
this\n     * atomic operation completes, any other read or write operation against the
array will block.\n     */\n    store(typedArray: BigInt64Array | BigUint64Array, index:
number, value: bigint): bigint;\n\n    /**\n     * Subtracts a value from the value at
the given position in the array, returning the original\n     * value. Until this atomic
operation completes, any other read or write operation against the\n     * array will
block.\n     */\n    sub(typedArray: BigInt64Array | BigUint64Array, index: number,
value: bigint): bigint;\n\n    /**\n     * If the value at the given position in the
array is equal to the provided value, the current\n     * agent is put to sleep causing
execution to suspend until the timeout expires (returning\n     * `\"timed-out\"`) or
until the agent is awoken (returning `\"ok\"`); otherwise, returns\n     * `\"not-
equal\"`.\n     */\n    wait(typedArray: BigInt64Array, index: number, value: bigint,
timeout?: number): \"ok\" | \"not-equal\" | \"timed-out\";\n\n    /**\n     * Wakes up
sleeping agents that are waiting on the given index of the array, returning the\n     *
number of agents that were awoken.\n     */\n    @param typedArray A shared
BigInt64Array.\n     * @param index The position in the typedArray to wake up on.\n
     * @param count The number of sleeping agents to notify. Defaults to +Infinity.\n
     */\n    notify(typedArray: BigInt64Array, index: number, count?: number):
number;\n\n    /**\n     * Stores the bitwise XOR of a value with the value at the given
position in the array,\n     * returning the original value. Until this atomic operation
completes, any other read or write\n     * operation against the array will block.\n
     */\n    xor(typedArray: BigInt64Array | BigUint64Array, index: number, value: bigint):
bigint;\n}\n';

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PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n</reference no-default-lib=\"true\"/>\n\n\n\ninterface
BigIntToLocaleStringOptions {\n    /**\n     * The locale matching algorithm to use.The
default is \"best fit\". For information about this option, see the {@link https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/
Intl#Locale\_negotiation Intl page}.\n     */\n    localeMatcher?: string;\n    /**\n
     * The formatting style to use , the default is \"decimal\".\n     */\n    style?:
string;\n    numberingSystem?: string;\n    /**\n     * The unit to use in unit
formatting, Possible values are core unit identifiers, defined in UTS #35, Part 2,
Section 6. A subset of units from the full list was selected for use in ECMAScript.
Pairs of simple units can be concatenated with \"-per-\" to make a compound unit. There is
no default value; if the style is \"unit\", the unit property must be provided.\n     */\n    unit?: string;\n    /**\n     * The unit formatting style to use in unit
formatting, the defaults is \"short\".\n     */\n    unitDisplay?: string;\n    /**\n
     * The currency to use in currency formatting. Possible values are the ISO 4217
currency codes, such as \"USD\" for the US dollar, \"EUR\" for the euro, or \"CNY\" for the
Chinese RMB \u2014 see the Current currency & funds code list. There is no default
value; if the style is \"currency\", the currency property must be provided. It is only
used when [[Style]] has the value \"currency\".\n     */\n    currency?: string;\n    /**\n
     * How to display the currency in currency formatting. It is only used when
[[Style]] has the value \"currency\". The default is \"symbol\".\n     */\n    currencyDisplay?: string;\n    /**\n     * \"symbol\" to
use a localized currency symbol such as \u20AC,\n     */\n    code?: string;\n    /**\n
     * \"code\" to use the ISO
currency code,\n     */\n    name?: string;\n    /**\n     * \"name\" to use a localized currency name such as

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-dollar"\n    */\n        currencyDisplay?: string;\n\n    /**\n     * Whether to use grouping separators, such as thousands separators or thousand/lakh/crore separators. The default is true.\n    */\n    useGrouping?: boolean;\n\n    /**\n     * The minimum number of integer digits to use. Possible values are from 1 to 21; the default is 1.\n    */\n    minimumIntegerDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n    /**\n     * The minimum number of fraction digits to use. Possible values are from 0 to 20; the default for plain number and percent formatting is 0; the default for currency formatting is the number of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/table-a1.html ISO 4217 currency codes list} (2 if the list doesn't provide that information).\n    */\n    minimumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n    /**\n     * The maximum number of fraction digits to use. Possible values are from 0 to 20; the default for plain number formatting is the larger of minimumFractionDigits and 3; the default for currency formatting is the larger of minimumFractionDigits and the number of minor unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/table-a1.html ISO 4217 currency codes list} (2 if the list doesn't provide that information); the default for percent formatting is the larger of minimumFractionDigits and 0.\n    */\n    maximumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n    /**\n     * The minimum number of significant digits to use. Possible values are from 1 to 21; the default is 1.\n    */\n    minimumSignificantDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n    /**\n     * The maximum number of significant digits to use. Possible values are from 1 to 21; the default is 21.\n    */\n    maximumSignificantDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n    /**\n     * The formatting that should be displayed for the number, the defaults is "standard"\n    */\n    notation?: "standard" | "scientific" | "engineering" | "compact";\n\n    /**\n     * Returns a string representation of an object.\n    */\n    toString(radix?: number): string;\n\n    /**\n     * Returns a string representation appropriate to the host environment's current locale.\n    */\n    toLocaleString(locales?: string, options?: Intl.NumberFormatOptions): string;\n\n    /**\n     * Returns the primitive value of the specified object.\n    */\n    valueOf(): bigint;\n\n    /**\n     * Returns the primitive value of the specified object.\n    */\n    [Symbol.toStringTag]: "BigInt";\n}\n\ninterface BigIntConstructor {\n    (value: bigint | boolean | number | string): bigint;\n    prototype: BigInt;\n}\n\n/**\n * Interprets the low bits of a BigInt as a 2's-complement signed integer. All higher bits are discarded.\n */\nexport function parseIntN(bits: number, int: bigint): bigint;\n\n/**\n * Interprets the low bits of a BigInt as an unsigned integer. All higher bits are discarded.\n */\nexport function parseUIntN(bits: number, int: bigint): bigint;\n\ndeclare var BigInt: BigIntConstructor;\n\n/**\n * A typed array of 64-bit signed integer values. The contents are initialized to 0. If the requested number of bytes could not be allocated, an exception is raised.\n */\ninterface BigInt64Array {\n    /**\n     * The size in bytes of each element in the array.\n     */\n    readonly BYTES_PER_ELEMENT: number;\n\n    /**\n     * The ArrayBuffer instance referenced by the array.\n     */\n    buffer: ArrayBufferLike;\n\n    /**\n     * The length in bytes of the array.\n     */\n    byteLength: number;\n\n    /**\n     * The offset in bytes of the array.\n     */\n    byteOffset: number;\n\n    /**\n     * Returns the this object after copying a section of the array identified by start and end to the same array starting at position target.\n     */\n    copyWithin(target: number, start: number, end?: number): this;\n\n    /**\n     * Yields index, value pairs for every entry in the array.\n     */\n    entries(): IterableIterator<[number, bigint]>;\n\n    /**\n     * Returns the key-value pairs for every entry in the array.\n     */\n    [key: number]: bigint;\n\n    /**\n     * Returns the keys for every entry in the array.\n     */\n    keys(): IterableIterator<number>;\n\n    /**\n     * Returns the values for every entry in the array.\n     */\n    values(): IterableIterator<bigint>;\n\n    /**\n     * Returns an array of the values of the elements in the array.\n     */\n    toTypedArray(): BigInt64Array;\n\n    /**\n     * Converts the array to a view on the underlying data of the array.\n     */\n    toDataView(): DataView;\n\n    /**\n     * Returns the string sequence of UTF-16 code units representing the string of the array.\n     */\n    toUnicode(): string;\n\n    /**\n     * Returns the string sequence of UTF-16 code units representing the string of the array.\n     */\n    toString(radix?: number): string;\n\n    /**\n     * Returns the string sequence of UTF-16 code units representing the string of the array.\n     */\n    toLocaleString(locales?: string, options?: Intl.NumberFormatOptions): string;\n\n    /**\n     * Returns the primitive value of the specified object.\n     */\n    valueOf(): bigint;\n\n    /**\n     * Returns the primitive value of the specified object.\n     */\n    [Symbol.toStringTag]: "BigInt64Array";

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*/\n    entries(): IterableIterator<number, bigint>;\n\n    /**\n     * Determines whether all the members of an array satisfy the specified test.\n     * @param predicate A function that accepts up to three arguments. The every method calls\n     * the predicate function for each element in the array until the predicate returns\n     * false,\n     * or until the end of the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    every(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n     * Changes all array elements from `start` to `end` index to a static `value`\n     * and returns the modified array\n     * @param value value to fill array section with\n     * @param start index to start filling the array at. If start is negative, it\n     * is treated as\n     * length+start where length is the length of the array.\n     * @param end index to stop filling the array at. If end is negative, it is treated\n     * as\n     * length+end.\n     */\n    fill(value: bigint, start?: number, end?: number): this;\n\n    /**\n     * Returns the elements of an array that meet the condition specified in a callback function.\n     * @param predicate A function that accepts up to three arguments. The filter method calls\n     * the predicate function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    filter(predicate: (value: bigint, index: number, array: BigInt64Array) => any, thisArg?: any): BigInt64Array;\n\n    /**\n     * Returns the value of the first element in the array where predicate is true, and undefined\n     * otherwise.\n     * @param predicate find calls predicate once for each element of the array, in ascending\n     * order, until it finds one where predicate returns true. If such an element is found, find\n     * immediately returns that element value. Otherwise, find returns undefined.\n     * @param thisArg If provided, it will be used as the this value for each invocation of\n     * predicate. If it is not provided, undefined is used instead.\n     */\n    find(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): bigint | undefined;\n\n    /**\n     * Returns the index of the first element in the array where predicate is true, and\n     * -1\n     * otherwise.\n     * @param predicate find calls predicate once for each element of the array, in ascending\n     * order, until it finds one where predicate returns true. If such an element is found,\n     * findIndex immediately returns that element index. Otherwise, findIndex returns -1.\n     * @param thisArg If provided, it will be used as the this value for each invocation of\n     * predicate. If it is not provided, undefined is used instead.\n     */\n    findIndex(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): number;\n\n    /**\n     * Performs the specified action for each element in an array.\n     * @param callbackfn A function that accepts up to three arguments. forEach calls the\n     * callbackfn function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    forEach(callbackfn: (value: bigint, index: number, array: BigInt64Array) => void, thisArg?: any): void;\n\n    /**\n     * Determines whether an array includes a certain element, returning true or false as appropriate.\n     * @param searchElement The element to search for.\n     * @param fromIndex The position in this array at which to begin searching for searchElement.\n     */\n    includes(searchElement: bigint, fromIndex?: number): boolean;\n\n    /**\n     * Returns the index of the first occurrence of a value in an array.\n     * @param searchElement The value to locate in the array.\n     * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    indexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /**\n     * Adds all the elements of an array separated by the specified separator string.\n     * @param separator A string used to separate one element of an array from the next in the\n     * resulting String. If omitted, the array elements are separated with a comma.\n     */\n    join(separator?: string): string;\n\n    /**\n     * Yields each index in the array.\n     */\n    keys(): IterableIterator<number>;\n\n    /**\n     * Returns the index of the last occurrence of a value in an array.\n     * @param searchElement The value to locate in the array.\n     * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /**\n     * The length of the array.\n     */\n    readonly length: number;\n\n    /**\n     * Calls a defined callback

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function on each element of an array, and returns an array that
    * contains the results.\n
    * @param callbackfn A function that accepts up to three arguments. The
map method calls the\n
    * callbackfn function one time for each element in the
array.\n
    * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n
    * If thisArg is omitted, undefined is used as the this
value.\n
    */\n
    map(callbackfn: (value: bigint, index: number, array:
BigInt64Array) => bigint, thisArg?: any): BigInt64Array;\n\n
    /**\n
    * Calls the
specified callback function for all the elements in an array. The return value of\n
    * the callback function is the accumulated result, and is provided as an argument in the
next\n
    * call to the callback function.\n
    * @param callbackfn A function that
accepts up to four arguments. The reduce method calls the\n
    * callbackfn function
one time for each element in the array.\n
    * @param initialValue If initialValue is
specified, it is used as the initial value to start\n
    * the accumulation. The first
call to the callbackfn function provides this value as an argument\n
    * instead of an
array value.\n
    */\n
    reduce(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n
    /**\n
    * Calls the
specified callback function for all the elements in an array. The return
value of\n
    * the callback function is the accumulated result, and is provided as an
argument in the next\n
    * call to the callback function.\n
    * @param callbackfn A
function that accepts up to four arguments. The reduce method calls the\n
    *
callbackfn function one time for each element in the array.\n
    * @param initialValue If initialValue is specified, it is used as the initial value to start\n
    * the
accumulation. The first call to the callbackfn function provides this value as an
argument\n
    * instead of an array value.\n
    */\n
    reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) =>
U, initialValue: U): U;\n\n
    /**\n
    * Calls the
specified callback function for all the elements in an array, in descending order.\n
    * The return value of the callback function is the accumulated result, and is provided as an\n
    * argument in the next
call to the callback function.\n
    * @param callbackfn A function that accepts up to
four arguments. The reduceRight method calls\n
    * the callbackfn function one time
for each element in the array.\n
    * @param initialValue If initialValue is specified, it is used as the initial value to start\n
    * the
accumulation. The first call to the callbackfn function provides this value as an\n
    * argument instead of an
array value.\n
    */\n
    reduceRight(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n
    /**\n
    * Calls the
specified callback function for all the elements in an array, in descending
order.\n
    * The return value of the callback function is the accumulated result, and
is provided as an\n
    * argument in the next call to the callback function.\n
    *
@param callbackfn A function that accepts up to four arguments. The reduceRight method
calls\n
    * the callbackfn function one time for each element in the array.\n
    *
@param initialValue If initialValue is specified, it is used as the initial value to
start\n
    * the accumulation. The first call to the callbackfn function provides this
value as an argument\n
    * instead of an array value.\n
    */\n
    reduceRight<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex:
number, array: BigInt64Array) => U, initialValue: U): U;\n\n
    /** Reverses the
elements in the array. */\n
    reverse(): this;\n\n
    /**\n
    * Sets a value or an
array of values.\n
    * @param array A typed or untyped array of values to set.\n
    *
@param offset The index in the current array at which the values are to be
written.\n
    */\n
    set(array: ArrayLike<bigint>, offset?: number): void;\n\n
    /
**\n
    * Returns a section of an array.\n
    * @param start The beginning of the
specified portion of the array.\n
    * @param end The end of the specified portion of
the array.\n
    */\n
    slice(start?: number, end?: number): BigInt64Array;\n\n
    /
**\n
    * Determines whether the specified callback function returns true for any
element of an array.\n
    * @param predicate A function that accepts up to three
arguments. The some method calls the\n
    * predicate function for each element in the
array until the predicate returns true, or until\n
    * the end of the array.\n
    *
@param thisArg An object to which the this keyword can refer in the predicate
function.\n
    * If thisArg is omitted, undefined is used as the this value.\n
    */\n
    some(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean,
thisArg?: any): boolean;\n\n
    /**\n
    * Sorts the array.\n
    * @param compareFn
The function used to determine the order of the elements. If omitted, the elements are
sorted in ascending order.\n
    */\n
    sort(compareFn?: (a: bigint, b: bigint) =>

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number | bigint): this;\n\n    /**\n     * Gets a new BigInt64Array view of the
ArrayBuffer store for this array, referencing the elements\n     * at begin, inclusive,
up to end, exclusive.\n     * @param begin The index of the beginning of the
array.\n     * @param end The index of the end of the array.\n     */\n
subarray(begin?: number, end?: number): BigInt64Array;\n\n    /** Converts the array to
a string by using the current locale. */\n    toLocaleString(): string;\n\n    /**
Returns a string representation of the array. */\n    toString(): string;\n\n    /**
Returns the primitive value of the specified object. */\n    valueOf():
BigInt64Array;\n\n    /** Yields each value in the array. */\n    values():
IterableIterator<bigint>;\n\n    [Symbol.iterator](): IterableIterator<bigint>;\n\n
readonly [Symbol.toStringTag]: "BigInt64Array";\n\n    [index: number]: bigint;\n}
\n\ninterface BigInt64ArrayConstructor {\n    readonly prototype: BigInt64Array;\n
new(length?: number): BigInt64Array;\n    new(array: Iterable<bigint>):
BigInt64Array;\n    new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigInt64Array;\n\n    /** The size in bytes of each element in the array. */\n
readonly BYTES_PER_ELEMENT: number;\n\n    /**\n     * Returns a new array from a set of
elements.\n     * @param items A set of elements to include in the new array
object.\n     */\n    of(...items: bigint[]): BigInt64Array;\n\n    /**\n     * Creates
an array from an array-like or iterable object.\n     * @param arrayLike An array-like
or iterable object to convert to an array.\n     * @param mapfn A mapping function to
call on every element of the array.\n     * @param thisArg Value of 'this' used to
invoke the mapfn.\n     */\n    from(arrayLike: ArrayLike<U>): BigInt64Array;\n
from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any):
BigInt64Array;\n}\n\ndeclare var BigInt64Array: BigInt64ArrayConstructor;\n\n/**\n * A
typed array of 64-bit unsigned integer values. The contents are initialized to 0. If
the\n * requested number of bytes could not be allocated, an exception is raised.\n */
\ninterface BigUint64Array {\n    /** The size in bytes of each element in the array.
*/\n    readonly BYTES_PER_ELEMENT: number;\n\n    /** The ArrayBuffer instance
referenced by the array. */\n    readonly buffer: ArrayBufferLike;\n\n    /** The length
in bytes of the array. */\n    readonly byteLength: number;\n\n    /** The offset in
bytes of the array. */\n    readonly byteOffset: number;\n\n    /**\n     * Returns the
this object after copying a section of the array identified by start and end\n     * to
the same array starting at position target\n     * @param target If target is negative,
it is treated as length+target where length is the\n     * length of the array.\n     *
@param start If start is negative, it is treated as length+start. If end is negative,
it\n     * is treated as length+end.\n     * @param end If not specified, length of the
this object is used as its default value.\n     */\n    copyWithin(target: number,
start: number, end?: number): this;\n\n    /** Yields index, value pairs for every entry
in the array. */\n    entries(): IterableIterator<[number, bigint]>;\n\n    /**\n     *
Determines whether all the members of an array satisfy the specified test.\n     *
@param predicate A function that accepts up to three arguments. The every method
calls\n     * the predicate function for each element in the array until the predicate
returns false,\n     * or until the end of the array.\n     * @param thisArg An object
to which the this keyword can refer in the predicate function.\n     * If thisArg is
omitted, undefined is used as the this value.\n     */\n    every(predicate: (value:
bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any):
boolean;\n\n    /**\n     * Changes all array elements from `start` to `end` index to a
static `value` and returns the modified array\n     * @param value value to fill array
section with\n     * @param start index to start filling the array at. If start is
negative, it is treated as\n     * length+start where length is the length of the
array.\n     * @param end index to stop filling the array at. If end is negative, it is
treated as\n     * length+end.\n     */\n    fill(value: bigint, start?: number, end?:
number): this;\n\n    /**\n     * Returns the elements of an array that meet the
condition specified in a callback function.\n     * @param predicate A function that
accepts up to three arguments. The filter method calls\n     * the predicate function
one time for each element in the array.\n     * @param thisArg An object to which the
this keyword can refer in the predicate function.\n     * If thisArg is omitted,
undefined is used as the this value.\n     */\n    filter(predicate: (value: bigint,
index: number, array: BigUint64Array) => any, thisArg?: any): BigUint64Array;\n\n    /
**\n     * Returns the value of the first element in the array where predicate is true,
and undefined\n     * otherwise.\n     * @param predicate find calls predicate once for
each element of the array, in ascending\n     * order, until it finds one where

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predicate returns true. If such an element is found, find\n      * immediately returns
that element value. Otherwise, find returns undefined.\n      * @param thisArg If
provided, it will be used as the this value for each invocation of\n      * predicate. If
it is not provided, undefined is used instead.\n      */\n      find(predicate: (value:
bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): bigint |
undefined;\n\n      /**\n      * Returns the index of the first element in the array where
predicate is true, and -1\n      * otherwise.\n      * @param predicate find calls
predicate once for each element of the array, in ascending\n      * order, until it finds
one where predicate returns true. If such an element is found,\n      * findIndex
immediately returns that element index. Otherwise, findIndex returns -1.\n      * @param
thisArg If provided, it will be used as the this value for each invocation of\n      *
predicate. If it is not provided, undefined is used instead.\n      */\n      findIndex(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean,
thisArg?: any): number;\n\n      /**\n      * Performs the specified action for each
element in an array.\n      * @param callbackfn A function that accepts up to three
arguments. forEach calls the\n      * callbackfn function one time for each element in
the array.\n      * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n      * If thisArg is omitted, undefined is used as the this
value.\n      */\n      forEach(callbackfn: (value: bigint, index: number, array:
BigUint64Array) => void, thisArg?: any): void;\n\n      /**\n      * Determines whether an
array includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: bigint, fromIndex?: number): boolean;\n\n      /**\n      * Returns
the index of the first occurrence of a value in an array.\n      * @param searchElement
The value to locate in the array.\n      * @param fromIndex The array index at which to
begin the search. If fromIndex is omitted, the\n      * search starts at index 0.\n      */\n      indexOf(searchElement: bigint, fromIndex?: number): number;\n\n      /**\n      *
Adds all the elements of an array separated by the specified separator string.\n      *
@param separator A string used to separate one element of an array from the next in
the\n      * resulting String. If omitted, the array elements are separated with a
comma.\n      */\n      join(separator?: string): string;\n\n      /** Yields each index in
the array. */\n      keys(): IterableIterator<number>;\n\n      /**\n      * Returns the
index of the last occurrence of a value in an array.\n      * @param searchElement The
value to locate in the array.\n      * @param fromIndex The array index at which to begin
the search. If fromIndex is omitted, the\n      * search starts at index 0.\n      */\n      lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n      /** The length of
the array. */\n      readonly length: number;\n\n      /**\n      * Calls a defined callback
function on each element of an array, and returns an array that\n      * contains the
results.\n      * @param callbackfn A function that accepts up to three arguments. The
map method calls the\n      * callbackfn function one time for each element in the
array.\n      * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n      * If thisArg is omitted, undefined is used as the this
value.\n      */\n      map(callbackfn: (value: bigint, index: number, array:
BigUint64Array) => bigint, thisArg?: any): BigUint64Array;\n\n      /**\n      * Calls the
specified callback function for all the elements in an array. The return value of\n
* the callback function is the accumulated result, and is provided as an argument in the
next\n      * call to the callback function.\n      * @param callbackfn A function that
accepts up to four arguments. The reduce method calls the\n      * callbackfn function
one time for each element in the array.\n      * @param initialValue If initialValue is
specified, it is used as the initial value to start\n      * the accumulation. The first
call to the callbackfn function provides this value as an argument\n      * instead of an
array value.\n      */\n      reduce(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigUint64Array) => bigint): bigint;\n\n      /**\n
* Calls the specified callback function for all the elements in an array. The
return value of\n      * the callback function is the accumulated result, and is provided
as an argument in the next\n      * call to the callback function.\n      * @param
callbackfn A function that accepts up to four arguments. The reduce method calls
the\n      * callbackfn function one time for each element in the array.\n      * @param
initialValue If initialValue is specified, it is used as the initial value to
start\n      * the accumulation. The first call to the callbackfn function provides this
value as an argument\n      * instead of an array value.\n      */\n

```

```

reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number,
array: BigUint64Array) => U, initialValue: U): U;\n\n    /**\n     * Calls the specified
callback function for all the elements in an array, in descending order.\n     * The
return value of the callback function is the accumulated result, and is provided as
an\n     * argument in the next call to the callback function.\n     * @param callbackfn
A function that accepts up to four arguments. The reduceRight method calls\n     * the
callbackfn function one time for each element in the array.\n     * @param initialValue
If initialValue is specified, it is used as the initial value to start\n     * the
accumulation. The first call to the callbackfn function provides this value as an\n
* argument instead of an array value.\n     */\n    reduceRight(callbackfn:
(previousValue: bigint, currentValue: bigint, currentIndex: number, array:
BigUint64Array) => bigint): bigint;\n\n    /**\n     * Calls the specified callback
function for all the elements in an array, in descending order.\n     * The return value
of the callback function is the accumulated result, and is provided as an\n     *
argument in the next call to the callback function.\n     * @param callbackfn A function
that accepts up to four arguments. The reduceRight method calls\n     * the callbackfn
function one time for each element in the array.\n     * @param initialValue If
initialValue is specified, it is used as the initial value to start\n     * the
accumulation. The first call to the callbackfn function provides this value as an
argument\n     * instead of an array value.\n     */\n    reduceRight<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array: BigUint64Array) =>
U, initialValue: U): U;\n\n    /** Reverses the elements in the array. */\n    reverse(): this;\n\n    /**\n     * Sets a value or an array of values.\n     * @param
array A typed or untyped array of values to set.\n     * @param offset The index in the
current array at which the values are to be written.\n     */\n    set(array:
ArrayLike<bigint>, offset?: number): void;\n\n    /**\n     * Returns a section of an
array.\n     * @param start The beginning of the specified portion of the array.\n     *
@param end The end of the specified portion of the array.\n     */\n    slice(start?:
number, end?: number): BigUint64Array;\n\n    /**\n     * Determines whether the
specified callback function returns true for any element of an array.\n     * @param
predicate A function that accepts up to three arguments. The some method calls the\n
* predicate function for each element in the array until the predicate returns true, or
until\n     * the end of the array.\n     * @param thisArg An object to which the this
keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is
used as the this value.\n     */\n    some(predicate: (value: bigint, index: number,
array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n     * Sorts the
array.\n     * @param compareFn The function used to determine the order of the
elements. If omitted, the elements are sorted in ascending order.\n     */\n    sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n    /**\n     *
Gets a new BigUint64Array view of the ArrayBuffer store for this array, referencing the
elements\n     * at begin, inclusive, up to end, exclusive.\n     * @param begin The
index of the beginning of the array.\n     * @param end The index of the end of the
array.\n     */\n    subarray(begin?: number, end?: number): BigUint64Array;\n\n    /**
Converts the array to a string by using the current locale. */\n    toLocaleString():
string;\n\n    /** Returns a string representation of the array. */\n    toString():
string;\n\n    /** Returns the primitive value of the specified object. */\n    valueOf(): BigUint64Array;\n\n    /** Yields each value in the array. */\n    values():
IterableIterator<bigint>;\n\n    [Symbol.iterator](): IterableIterator<bigint>;\n\n    readonly [Symbol.toStringTag]: "BigUint64Array";\n\n    [index: number]: bigint;\n}\n\ninterface BigUint64ArrayConstructor {\n    readonly prototype: BigUint64Array;\n    new(length?: number): BigUint64Array;\n    new(array: Iterable<bigint>): BigUint64Array;\n    new(buffer: ArrayBufferLike, byteOffset?: number, length?: number): BigUint64Array;\n\n    /** The size in bytes of each element in the array. */\n    readonly BYTES_PER_ELEMENT: number;\n\n    /**\n     * Returns a new array from a set of
elements.\n     * @param items A set of elements to include in the new array
object.\n     */\n    of(...items: bigint[]): BigUint64Array;\n\n    /**\n     * Creates
an array from an array-like or iterable object.\n     * @param arrayLike An array-like
or iterable object to convert to an array.\n     * @param mapfn A mapping function to
call on every element of the array.\n     * @param thisArg Value of 'this' used to
invoke the mapfn.\n     */\n    from(arrayLike: ArrayLike<bigint>): BigUint64Array;\n\n    from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any): BigUint64Array;\n\n    declare var BigUint64Array:

```



```

BigUint64ArrayConstructor;\n\ninterface DataView {\n    /**\n     * Gets the BigInt64
value at the specified byte offset from the start of the view. There is\n     * no
alignment constraint; multi-byte values may be fetched from any offset.\n     * @param
byteOffset The place in the buffer at which the value should be retrieved.\n     */\n
getBigInt64(byteOffset: number, littleEndian?: boolean): bigint;\n\n    /**\n     * Gets
the BigUint64 value at the specified byte offset from the start of the view. There
is\n     * no alignment constraint; multi-byte values may be fetched from any
offset.\n     * @param byteOffset The place in the buffer at which the value should be
retrieved.\n     */\n
getBigUint64(byteOffset: number, littleEndian?: boolean):
bigint;\n\n    /**\n     * Stores a BigInt64 value at the specified byte offset from the
start of the view.\n     * @param byteOffset The place in the buffer at which the value
should be set.\n     * @param value The value to set.\n     * @param littleEndian If
false or undefined, a big-endian value should be written,\n     * otherwise a little-
endian value should be written.\n     */\n
setBigInt64(byteOffset: number, value:
bigint, littleEndian?: boolean): void;\n\n    /**\n     * Stores a BigUint64 value at
the specified byte offset from the start of the view.\n     * @param byteOffset The
place in the buffer at which the value should be set.\n     * @param value The value to
set.\n     * @param littleEndian If false or undefined, a big-endian value should be
written,\n     * otherwise a little-endian value should be written.\n     */\n
setBigUint64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n}
\n\nnamespace Intl{\n    interface NumberFormat {\n        format(value: number
| bigint): string;\n        resolvedOptions(): ResolvedNumberFormatOptions;\n    }\n}\n';
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PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Int8ArrayConstructor
{\n    new (): Int8Array;\n}\n\ninterface Uint8ArrayConstructor {\n    new ():
Uint8Array;\n}\n\ninterface Uint8ClampedArrayConstructor {\n    new ():
Uint8ClampedArray;\n}\n\ninterface Int16ArrayConstructor {\n    new (): Int16Array;\n}
\n\ninterface Uint16ArrayConstructor {\n    new (): Uint16Array;\n}\n\ninterface
Int32ArrayConstructor {\n    new (): Int32Array;\n}\n\ninterface Uint32ArrayConstructor
{\n    new (): Uint32Array;\n}\n\ninterface Float32ArrayConstructor {\n    new ():
Float32Array;\n}\n\ninterface Float64ArrayConstructor {\n    new (): Float64Array;\n}\n}';
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licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR
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specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Map<K, V> {\n
clear(): void;\n    delete(key: K): boolean;\n    forEach(callbackfn: (value: V, key: K,
map: Map<K, V>) => void, thisArg?: any): void;\n    get(key: K): V | undefined;\n
has(key: K): boolean;\n    set(key: K, value: V): this;\n    readonly size: number;\n}
\n\ninterface MapConstructor {\n    new(): Map<any, any>;\n    new<K, V>(entries?:
readonly [K, V][] | null): Map<K, V>;\n    readonly prototype: Map<any,
any>;\n}\n\ninterface MapConstructor;\n\ninterface ReadonlyMap<K, V> {\n
forEach(callbackfn: (value: V, key: K, map: ReadonlyMap<K, V>) => void, thisArg?: any):
void;\n    get(key: K): V | undefined;\n    has(key: K): boolean;\n    readonly size:
number;\n}\n\ninterface WeakMap<K extends object, V> {\n    delete(key: K):
boolean;\n    get(key: K): V | undefined;\n    has(key: K): boolean;\n    set(key: K,
value: V): this;\n}\n\ninterface WeakMapConstructor {\n    new <K extends object =
object, V = any>(entries?: readonly [K, V][] | null): WeakMap<K, V>;\n    readonly
prototype: WeakMap<object, any>;\n}\n\ninterface var WeakMap:

```

```

MapConstructor; \n\ninterface Set<T> {\n    add(value: T): void;\n    clear():\nvoid;\n    delete(value: T): boolean;\n    forEach(callbackfn: (value: T, value2: T,\nset: Set<T>) => void, thisArg?: any): void;\n    has(value: T): boolean;\n    readonly\nsize: number;\n}\n\ninterface SetConstructor {\n    new <T = any>(values?: readonly T[]\n| null): Set<T>;\n    readonly prototype: Set<any>;\n}\ndeclare var Set:\nSetConstructor;\n\ninterface ReadonlySet<T> {\n    forEach(callbackfn: (value: T,\nvalue2: T, set: ReadonlySet<T>) => void, thisArg?: any): void;\n    has(value: T):\nboolean;\n    readonly size: number;\n}\n\ninterface WeakSet<T extends object> {\nadd(value: T): this;\n    delete(value: T): boolean;\n    has(value: T): boolean;\n}\n\ninterface WeakSetConstructor {\n    new <T extends object = object>(values?:\nreadonly T[] | null): WeakSet<T>;\n    readonly prototype: WeakSet<object>;\n}\ndeclare\nvar WeakSet: WeakSetConstructor;\n';\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****\n*/\n\n/// <reference no-default-lib="true"/>\n\ninterface ObjectConstructor {\n    /**\n     * Returns an array of values of the enumerable properties of an\n    object\n    * @param o Object that contains the properties and methods. This can be an\n    object that you created or an existing Document Object Model (DOM) object.\n    */\n    values<T>(o: { [s: string]: T } | ArrayLike<T>): T[];\n\n    /**\n     * Returns an array of values of the enumerable properties of an object\n    * @param o Object that contains the properties and methods. This can be an\n    object that you created or an existing Document Object Model (DOM) object.\n    */\n    values(o: {}): any[];\n\n    /**\n     * Returns an array of key/values of the enumerable properties of an\n    object\n    * @param o Object that contains the properties and methods. This can be an\n    object that you created or an existing Document Object Model (DOM) object.\n    */\n    entries<T>(o: { [s: string]: T } | ArrayLike<T>): [string, T][];\n\n    /**\n     * Returns an array of key/values of the enumerable properties of an object\n    * @param o Object that contains the properties and methods. This can be an\n    object that you created or an existing Document Object Model (DOM) object.\n    */\n    entries(o: {}): [string, any][];\n\n    /**\n     * Returns an object containing all own property descriptors of an object\n    * @param o Object that contains the properties and methods. This can be an\n    object that you created or an existing Document Object Model (DOM) object.\n    */\n    getOwnPropertyDescriptors<T>(o: T): {[P in keyof T]: TypedPropertyDescriptor<T[P]>} & {\n[x: string]: PropertyDescriptor }; }\n'\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****\n*/\n\n/// <reference no-default-lib="true"/>\n\ninterface PromiseConstructor {\n    /**\n     * A reference to the prototype.\n    */\n    readonly prototype: Promise<any>;\n\n    /**\n     * Creates a new Promise.\n    * @param executor A callback used to initialize the promise. This callback is passed two arguments:\n    * a resolve callback used to resolve the promise with a value or the result of another\n    promise,\n    * and a reject callback used to reject the promise with a provided reason or error.\n    */\n    new <T>(executor: (resolve: (value: T | PromiseLike<T>) => void, reject: (reason?: any)\n=> void) => void): Promise<T>;\n\n    /**\n     * Creates a Promise that is resolved with an array of results when all of the provided\n    Promises\n    * resolve, or rejected when any Promise is rejected.\n    * @param values An array of Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2, T3, T4, T5, T6, T7, T8, T9, T10>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>, T10 | PromiseLike<T10>])\n    : Promise<T1 & T2 & T3 & T4 & T5 & T6 & T7 & T8 & T9 & T10>;\n\n    /**\n     * Creates a Promise that is resolved with a single element of the provided array when\n    all elements in the provided array have resolved or rejected with the same value or\n    reason.\n    * @param values An array of Promises.\n    * @returns A new Promise.
```

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PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>, T10 |
PromiseLike<T10>]]: Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9, T10]>;\n\n    /**\n
 * Creates a Promise that is resolved with an array of results when all of the provided
Promises\n    * resolve, or rejected when any Promise is rejected.\n    * @param
values An array of Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2,
T3, T4, T5, T6, T7, T8, T9>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>]]):
Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9]>;\n\n    /**\n    * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n    * resolve,
or rejected when any Promise is rejected.\n    * @param values An array of
Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2, T3, T4, T5, T6, T7,
T8>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>,
T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 | PromiseLike<T7>,
T8 | PromiseLike<T8>]]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8]>;\n\n    /**\n    *
Creates a Promise that is resolved with an array of results when all of the provided
Promises\n    * resolve, or rejected when any Promise is rejected.\n    * @param
values An array of Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2,
T3, T4, T5, T6, T7>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>]]): Promise<[T1, T2, T3, T4, T5, T6, T7]>;\n\n    /**\n    * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n    * resolve, or rejected when any Promise is rejected.\n    * @param
values An array of Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2,
T3, T4, T5, T6>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>]]):
Promise<[T1, T2, T3, T4, T5, T6]>;\n\n    /**\n    * Creates a Promise that is resolved
with an array of results when all of the provided Promises\n    * resolve, or rejected
when any Promise is rejected.\n    * @param values An array of Promises.\n    *
@returns A new Promise.\n    */\n    all<T1, T2, T3, T4, T5>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 |
PromiseLike<T5>]]): Promise<[T1, T2, T3, T4, T5]>;\n\n    /**\n    * Creates a Promise
that is resolved with an array of results when all of the provided Promises\n    *
resolve, or rejected when any Promise is rejected.\n    * @param values An array of
Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2, T3, T4>(values:
readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>]]): Promise<[T1, T2, T3, T4]>;\n\n    /**\n    * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n    * resolve,
or rejected when any Promise is rejected.\n    * @param values An array of
Promises.\n    * @returns A new Promise.\n    */\n    all<T1, T2, T3>(values: readonly
[T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>]]): Promise<[T1, T2,
T3]>;\n\n    /**\n    * Creates a Promise that is resolved with an array of results
when all of the provided Promises\n    * resolve, or rejected when any Promise is
rejected.\n    * @param values An array of Promises.\n    * @returns A new
Promise.\n    */\n    all<T1, T2>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>]]): Promise<[T1, T2]>;\n\n    /**\n    * Creates a Promise that is
resolved with an array of results when all of the provided Promises\n    * resolve, or
rejected when any Promise is rejected.\n    * @param values An array of Promises.\n
    * @returns A new Promise.\n    */\n    all<T>(values: readonly (T | PromiseLike<T>))]:
Promise<T[]>;\n\n    // see: lib.es2015.iterable.d.ts\n    // all<T>(values: Iterable<T
| PromiseLike<T>>): Promise<T[]>;\n\n    /**\n    * Creates a Promise that is resolved
or rejected when any of the provided Promises are resolved\n    * or rejected.\n    *
@param values An array of Promises.\n    * @returns A new Promise.\n    */\n    race<T>(values: readonly T[]): Promise<T extends PromiseLike<infer U> ? U :
T>;\n\n    // see: lib.es2015.iterable.d.ts\n    // race<T>(values: Iterable<T>):
Promise<T extends PromiseLike<infer U> ? U : T>;\n\n    /**\n    * Creates a new
rejected promise for the provided reason.\n    * @param reason The reason the promise
was rejected.\n    * @returns A new rejected Promise.\n    */\n    reject<T =
never>(reason?: any): Promise<T>;\n\n    /**\n    * Creates a new resolved
promise.\n    * @returns A resolved promise.\n    */\n    resolve():
Promise<void>;\n\n    /**\n    * Creates a new resolved promise for the provided

```

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value.\n      * @param value A promise.\n      * @returns A promise whose internal state matches the provided promise.\n      */\n      resolve<T>(value: T | PromiseLike<T>): Promise<T>;\n}\n\n\ndeclare var Promise: PromiseConstructor;\n';\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****\n*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface PromiseFulfilledResult<T> {\n    status: "fulfilled";\n    value: T;\n}\n\ninterface PromiseRejectedResult {\n    status: "rejected";\n    reason: any;\n}\n\ninterface PromiseSettledResult<T> = PromiseFulfilledResult<T> | PromiseRejectedResult;\n\ninterface PromiseConstructor {\n    /**\n     * Creates a Promise that is resolved with an array of results when all\n     * of the provided Promises resolve or reject.\n     * @param values An array of Promises.\n     * @returns A new Promise.\n     */\n    allSettled<T> extends readonly unknown[] | readonly [unknown]>(values: T):\n        Promise<{\n            -readonly [P in keyof T]: PromiseSettledResult<T[P]>\n        }> extends PromiseLike<infer U> ? U : T[P]> >;\n    /**\n     * Creates a Promise that is resolved with an array of results when all\n     * of the provided Promises resolve or reject.\n     * @param values An array of Promises.\n     * @returns A new Promise.\n     */\n    allSettled<T>(values: Iterable<T>): Promise<PromiseSettledResult<T extends PromiseLike<infer U> ? U : T>[]>;\n}\n\n\n\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****\n*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface ProxyHandler<T extends object> {\n    apply?(target: T, thisArg: any, argArray: any[]): any;\n    construct?(target: T, argArray: any[], newTarget: Function): object;\n    defineProperty?(target: T, p: string | symbol, attributes: PropertyDescriptor): boolean;\n    deleteProperty?(target: T, p: string | symbol): boolean;\n    get?(target: T, p: string | symbol, receiver: any): any;\n    getOwnPropertyDescriptor?(target: T, p: string | symbol): PropertyDescriptor | undefined;\n    getPrototypeOf?(target: T): object | null;\n    has?(target: T, p: string | symbol): boolean;\n    isExtensible?(target: T): boolean;\n    ownKeys?(target: T): ArrayLike<string | symbol>;\n    preventExtensions?(target: T): boolean;\n    set?(target: T, p: string | symbol, value: any, receiver: any): boolean;\n    setPrototypeOf?(target: T, v: object | null): boolean;\n}\n\n\n\ninterface ProxyConstructor {\n    revocable<T extends object>(target: T, handler: ProxyHandler<T>): {\n        proxy: T;\n        revoke: () => void;\n    };\n    new <T extends object>(target: T, handler: ProxyHandler<T>): T;\n}\n\n\ndeclare var Proxy: ProxyConstructor;\n';\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n*****\n*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface RegExpMatchArray {\n    groups?: {\n        [key: string]: string;\n    }\n}\n\ninterface RegExpExecArray {\n    groups?: {\n        [key: string]: string;\n    }\n}\n\ninterface RegExp {\n    /**\n     * Returns a Boolean value indicating the state of the dotAll flag (s) used with a

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regular expression.\n      * Default is false. Read-only.\n      */\n      readonly dotAll:\n      boolean;\n}';\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache\nLicense, Version 2.0 (the "License"); you may not use\nthis file except in compliance\nwith the License. You may obtain a copy of the\nLicense at http://www.apache.org/\nlicenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\nCONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\nIMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\nPURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for\nspecific language governing permissions\nand limitations under the\nLicense.\n\n*****\n*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface String {\n\n    /**\n    Removes the trailing white space and line terminator characters from a string. */\n    trimEnd(): string;\n\n    /** Removes the leading white space and line terminator\n    characters from a string. */\n    trimStart(): string;\n\n    /** Removes the leading\n    white space and line terminator characters from a string. */\n    trimLeft():\n    string;\n\n    /** Removes the trailing white space and line terminator characters from\n    a string. */\n    trimRight(): string;\n}\n\n';\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache\nLicense, Version 2.0 (the "License"); you may not use\nthis file except in compliance\nwith the License. You may obtain a copy of the\nLicense at http://www.apache.org/\nlicenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\nCONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\nIMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\nPURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for\nspecific language governing permissions\nand limitations under the\nLicense.\n\n*****\n*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface String {\n\n    /**\n    * Replace all instances of a substring in a string, using a regular expression or search\n    string.\n    * @param searchValue A string to search for.\n    * @param replaceValue A\n    string containing the text to replace for every successful match of searchValue in this\n    string.\n    */\n    replaceAll(searchValue: string | RegExp, replaceValue: string):\n    string;\n\n    /**\n    * Replace all instances of a substring in a string, using a\n    regular expression or search string.\n    * @param searchValue A string to search\n    for.\n    * @param replacer A function that returns the replacement text.\n    */\n    replaceAll(searchValue: string | RegExp, replacer: (substring: string, ...args: any[])  
=> string): string;\n}\n\n';\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache\nLicense, Version 2.0 (the "License"); you may not use\nthis file except in compliance\nwith the License. You may obtain a copy of the\nLicense at http://www.apache.org/\nlicenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\nCONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\nIMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\nPURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for\nspecific language governing permissions\nand limitations under the\nLicense.\n\n*****\n*/\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface Symbol {\n\n    /**\n    * Expose the [[Description]] internal slot of a symbol directly.\n    */\n    readonly\n    description: string | undefined;\n}\n\n';\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache\nLicense, Version 2.0 (the "License"); you may not use\nthis file except in compliance\nwith the License. You may obtain a copy of the\nLicense at http://www.apache.org/\nlicenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\nCONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\nIMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\nPURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for\nspecific language governing permissions\nand limitations under the\nLicense.\n\n*****\n*/\n\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface SymbolConstructor\n{\n\n    /**\n    * A reference to the prototype.\n    */\n    readonly prototype:\n    Symbol;\n\n    /**\n    * Returns a new unique Symbol value.\n    * @param\n    description Description of the new Symbol object.\n    */\n    (description?: string |
```

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number): symbol;\n\n    /**\n     * Returns a Symbol object from the global symbol
registry matching the given key if found.\n     * Otherwise, returns a new symbol with
this key.\n     * @param key key to search for.\n     */\n    for(key: string):
symbol;\n\n    /**\n     * Returns a key from the global symbol registry matching the
given Symbol if found.\n     * Otherwise, returns a undefined.\n     * @param sym Symbol
to find the key for.\n     */\n    keyFor(sym: symbol): string | undefined;\n}
\n\ndeclare var Symbol: SymbolConstructor;';
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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\ntype FlatArray<Arr, Depth extends
number> = {\n    "done": Arr,\n    "recur": Arr extends ReadonlyArray<infer
InnerArr>\n        ? FlatArray<InnerArr, [-1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12,
13, 14, 15, 16, 17, 18, 19, 20][Depth]>\n            : Arr\n        }\n    [Depth extends -1 ? "done" :
"recur"];\n\n\ninterface ReadonlyArray<T> {\n\n    /**\n     * Calls a defined callback
function on each element of an array. Then, flattens the result into\n     * a new
array.\n     * This is identical to a map followed by flat with depth 1.\n     *\n     *
@param callback A function that accepts up to three arguments. The flatMap method calls
the\n     * callback function one time for each element in the array.\n     * @param
thisArg An object to which the this keyword can refer in the callback function. If\n
* thisArg is omitted, undefined is used as the this value.\n     */\n    flatMap<U, This
= undefined> (\n        callback: (this: This, value: T, index: number, array: T[]) => U
| ReadonlyArray<U>,\n        thisArg?: This\n    ): U[]\n\n\n    /**\n     * Returns a
new array with all sub-array elements concatenated into it recursively up to the\n     *
specified depth.\n     *\n     * @param depth The maximum recursion depth\n     */\n    flat<A, D extends number = 1> (\n        this: A,\n        depth?: D\n    ): FlatArray<A,
D>[]\n\n\n\ninterface Array<T> {\n\n    /**\n     * Calls a defined callback function
on each element of an array. Then, flattens the result into\n     * a new array.\n     *
This is identical to a map followed by flat with depth 1.\n     *\n     * @param
callback A function that accepts up to three arguments. The flatMap method calls
the\n     * callback function one time for each element in the array.\n     * @param
thisArg An object to which the this keyword can refer in the callback function. If\n
* thisArg is omitted, undefined is used as the this value.\n     */\n    flatMap<U, This
= undefined> (\n        callback: (this: This, value: T, index: number, array: T[]) => U
| ReadonlyArray<U>,\n        thisArg?: This\n    ): U[]\n\n\n    /**\n     * Returns a
new array with all sub-array elements concatenated into it recursively up to the\n     *
specified depth.\n     *\n     * @param depth The maximum recursion depth\n     */\n    flat<A, D extends number = 1> (\n        this: A,\n        depth?: D\n    ): FlatArray<A,
D>[]\n\n}\n';

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```

lib="es2015.iterable" />\n\ninterface ObjectConstructor {\n    /**\n     * Returns an
object created by key-value entries for properties and methods\n     * @param entries An
iterable object that contains key-value entries for properties and methods.\n
*/\n    fromEntries<T = any>(entries: Iterable<readonly [PropertyKey, T]>): { [k:
string]: T };}\n\n    /**\n     * Returns an object created by key-value entries for
properties and methods\n     * @param entries An iterable object that contains key-value
entries for properties and methods.\n     */\n    fromEntries(entries: Iterable<readonly
any[]>): any;\n}\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference
lib="es2015.iterable" />\n\ninterface String {\n    /**\n     * Matches a string with a
regular expression, and returns an iterable of matches\n     * containing the results of
that search.\n     * @param regexp A variable name or string literal containing the
regular expression pattern and flags.\n     */\n    matchAll(regexp: RegExp):
IterableIterator<RegExpMatchArray>;\n}\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/// <reference
lib="es2015.symbol" />\n\n\n\n/// <reference lib="es2015.symbol.wellknown" />\n\ninterface
SharedArrayBuffer {\n    /**\n     * Read-only. The length of the ArrayBuffer (in
bytes).\n     */\n    readonly byteLength: number;\n\n    /**\n     * Returns a section
of an SharedArrayBuffer.\n     */\n    slice(begin: number, end?: number):
SharedArrayBuffer;\n    readonly [Symbol.species]: SharedArrayBuffer;\n    readonly
[Symbol.toStringTag]: "SharedArrayBuffer";\n}\n\ninterface SharedArrayBufferConstructor
{\n    readonly prototype: SharedArrayBuffer;\n    new (byteLength: number):
SharedArrayBuffer;\n}\ndeclare var SharedArrayBuffer:
SharedArrayBufferConstructor;\n\ninterface ArrayBufferTypes {\n    SharedArrayBuffer:
SharedArrayBuffer;\n}\n\ninterface Atomics {\n    /**\n     * Adds a value to the value
at the given position in the array, returning the original value.\n     * Until this
atomic operation completes, any other read or write operation against the array\n     *
will block.\n     */\n    add(typedArray: Int8Array | Uint8Array | Int16Array |
Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\n\n    /
**\n     * Stores the bitwise AND of a value with the value at the given position in the
array,\n     * returning the original value. Until this atomic operation completes, any
other read or\n     * write operation against the array will block.\n     */\n    and(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
Uint32Array, index: number, value: number): number;\n\n    /**\n     * Replaces the
value at the given position in the array if the original value equals the given\n     *
expected value, returning the original value. Until this atomic operation completes,
any\n     * other read or write operation against the array will block.\n     */\n    compareExchange(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array |
Int32Array | Uint32Array, index: number, expectedValue: number, replacementValue:
number): number;\n\n    /**\n     * Replaces the value at the given position in the
array, returning the original value. Until\n     * this atomic operation completes, any
other read or write operation against the array will\n     * block.\n     */\n    exchange(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
Uint32Array, index: number, value: number): number;\n\n    /**\n     * Returns a value

```

```

indicating whether high-performance algorithms can use atomic operations\n      *
(`true`) or must use locks (`false`) for the given number of bytes-per-element of a
typed\n      * array.\n      */\n      isLockFree(size: number): boolean;\n\n      /**\n      * Returns the value at the given position in the array. Until this atomic operation
      * completes,\n      * any other read or write operation against the array will block.\n      */\n      load(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array
      | Uint32Array, index: number): number;\n\n      /**\n      * Stores the bitwise OR of a
      * value with the value at the given position in the array,\n      * returning the original
      * value. Until this atomic operation completes, any other read or write\n      * operation
      * against the array will block.\n      */\n      or(typedArray: Int8Array | Uint8Array |
      Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number):
      number;\n\n      /**\n      * Stores a value at the given position in the array, returning
      * the new value. Until this\n      * atomic operation completes, any other read or write
      * operation against the array will block.\n      */\n      store(typedArray: Int8Array |
      Uint8Array | Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value:
      number): number;\n\n      /**\n      * Subtracts a value from the value at the given
      * position in the array, returning the original\n      * value. Until this atomic operation
      * completes, any other read or write operation against the\n      * array will block.\n      */\n      sub(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
      Uint32Array, index: number, value: number): number;\n\n      /**\n      * If the value at
      * the given position in the array is equal to the provided value, the current\n      *
      * agent is put to sleep causing execution to suspend until the timeout expires
      * (returning\n      * * `"timed-out"`) or until the agent is awoken (returning `"ok"`);
      * otherwise, returns\n      * * `"not-equal"`. \n      */\n      wait(typedArray: Int32Array,
      index: number, value: number, timeout?: number): "ok" | "not-equal" | "timed-
      out";\n\n      /**\n      * Wakes up sleeping agents that are waiting on the given index of
      * the array, returning the\n      * number of agents that were awoken.\n      * @param
      * typedArray A shared Int32Array.\n      * @param index The position in the typedArray to
      * wake up on.\n      * @param count The number of sleeping agents to notify. Defaults to
      * +Infinity.\n      */\n      notify(typedArray: Int32Array, index: number, count?: number):
      number;\n\n      /**\n      * Stores the bitwise XOR of a value with the value at the given
      * position in the array,\n      * returning the original value. Until this atomic operation
      * completes, any other read or write\n      * operation against the array will block.\n      */\n      xor(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array |
      Uint32Array, index: number, value: number): number;\n\n      readonly
      [Symbol.toStringTag]: "Atomics";\n\n      \ndeclare var Atomics: Atomics;\n';
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lib="es2016" />\n\n\n/// <reference lib="dom" />\n\n\n/// <reference
lib="webworker.importscripts" />\n\n\n/// <reference lib="scripthost" />\n\n\n/// <reference
lib="dom.iterable" />';
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lib="es2016" />\n\n\n\n/// <reference lib="es2017.object" />\n\n\n\n/// <reference
lib="es2017.sharedmemory" />\n\n\n\n/// <reference lib="es2017.string" />\n\n\n\n/// <reference
lib="es2017.intl" />\n\n\n\n/// <reference lib="es2017.typedarrays" />\n';

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lib="dom.iterable" />\n';  
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lib="es2020.string" />\n\n\n\n/// <reference lib="es2020.symbol.wellknown" />\n\n\n\n/// <reference  
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*/\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n/// <reference  
lib="es2020" />\n\n\n\n\n/// <reference lib="es2021.promise" />\n\n\n\n\n/// <reference  
lib="es2021.string" />\n\n\n\n\n/// <reference lib="es2021.weakref" />\n';  
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*/\n\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n\n/// <reference  
lib="es2021" />\n\n\n\n\n/// <reference lib="dom" />\n\n\n\n\n/// <reference  
lib="webworker.importscripts" />\n\n\n\n\n/// <reference lib="scripthost" />\n\n\n\n\n/// <reference  
lib="dom.iterable" />\n';  
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*/\n\n\n/// <reference no-default-lib="true"/>\n\n\n/// <reference lib="es5" />\n\n\n</reference lib="dom" />\n\n\n/// <reference lib="webworker.importscripts" />\n\n\n/// <reference
lib="scripthost" />\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n/// <reference lib="es5" />\n\n\n\n///
<reference lib="es2015.core" />\n\n\n\n/// <reference lib="es2015.collection" />\n\n\n\n///
<reference lib="es2015.iterable" />\n\n\n\n/// <reference lib="es2015.generator" />\n\n\n\n///
<reference lib="es2015.promise" />\n\n\n\n/// <reference lib="es2015.proxy" />\n\n\n\n/// <reference
lib="es2015.reflect" />\n\n\n\n/// <reference lib="es2015.symbol" />\n\n\n\n/// <reference
lib="es2015.symbol.wellknown" />\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\n\n/////////////////////////\n\n\n\nWindow Iterable APIs\n////////////////////////////////////\n\n\ninterface AudioParam {\n
setValueCurveAtTime(values: Iterable<number>, startTime: number, duration: number):
AudioParam;\n}\n\n\ninterface AudioParamMap extends ReadonlyMap<string, AudioParam> {\n}
\n\n\ninterface BaseAudioContext {\n    createIIRFilter(feedforward: Iterable<number>,
feedback: Iterable<number>): IIRFilterNode;\n    createPeriodicWave(real:
Iterable<number>, imag: Iterable<number>, constraints?: PeriodicWaveConstraints):
PeriodicWave;\n}\n\n\ninterface CSSRuleList {\n    [Symbol.iterator]() :
IterableIterator<CSSRule>;\n}\n\n\ninterface CSSStyleDeclaration {\n    [Symbol.iterator]
(): IterableIterator<string>;\n}\n\n\ninterface Cache {\n    addAll(requests:
Iterable<RequestInfo>): Promise<void>;\n}\n\n\ninterface CanvasPathDrawingStyles {\n
setLineDash(segments: Iterable<number>) : void;\n}\n\n\ninterface DOMRectList {\n
[Symbol.iterator]() : IterableIterator<DOMRect>;\n}\n\n\ninterface DOMStringList {\n
[Symbol.iterator]() : IterableIterator<string>;\n}\n\n\ninterface DOMTokenList {\n
[Symbol.iterator]() : IterableIterator<string>;\n    entries() : IterableIterator<[number,
string]>;\n    keys() : IterableIterator<number>;\n    values() :
IterableIterator<string>;\n}\n\n\ninterface DataTransferItemList {\n    [Symbol.iterator]
(): IterableIterator<DataTransferItem>;\n}\n\n\ninterface FileList {\n    [Symbol.iterator]
(): IterableIterator<File>;\n}\n\n\ninterface FontFaceSet extends Set<FontFace> {\n}
\n\n\ninterface FormData {\n    [Symbol.iterator]() : IterableIterator<[string,
FormDataEntryValue]>;\n    /**\n     * Returns an array of key, value pairs for every
entry in the list.\n     */\n    entries() : IterableIterator<[string,
FormDataEntryValue]>;\n    /**\n     * Returns a list of keys in the list.\n     */\n
keys() : IterableIterator<string>;\n    /**\n     * Returns a list of values in the
list.\n     */\n    values() : IterableIterator<FormDataEntryValue>;\n}\n\n\ninterface
HTMLAllCollection {\n    [Symbol.iterator]() : IterableIterator<Element>;\n}\n\n\ninterface
HTMLCollectionBase {\n    [Symbol.iterator]() : IterableIterator<Element>;\n}\n\n\ninterface
HTMLCollectionOf<T> extends Element {\n    [Symbol.iterator]() :
IterableIterator<T>;\n}\n\n\ninterface HTMLFormElement {\n    [Symbol.iterator]() :
IterableIterator<Element>;\n}\n\n\ninterface HTMLSelectElement {\n    [Symbol.iterator]() :
IterableIterator<HTMLOptionElement>;\n}\n\n\ninterface Headers {\n    [Symbol.iterator]() :
IterableIterator<[string, string]>;\n    /**\n     * Returns an iterator allowing to go
through all key/value pairs contained in this object.\n     */\n    entries() :
```

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IterableIterator<[string, string]>;\n    /**\n      * Returns an iterator allowing to go
through all keys of the key/value pairs contained in this object.\n    */\n    keys():
IterableIterator<string>;\n    /**\n      * Returns an iterator allowing to go through
all values of the key/value pairs contained in this object.\n    */\n    values():
IterableIterator<string>;\n\n\ninterface IDBDatabase {\n    /**\n      * Returns a new
transaction with the given mode ("readonly" or "readwrite") and scope which can be a
single object store name or an array of names.\n    */\n    transaction(storeNames:
string | Iterable<string>, mode?: IDBTransactionMode): IDBTransaction;\n}\n\n\ninterface
IDBObjectStore {\n    /**\n      * Creates a new index in store with the given name,
keyPath and options and returns a new IDBIndex. If the keyPath and options define
constraints that cannot be satisfied with the data already in store the upgrade
transaction will abort with a "ConstraintError" DOMException.\n    */\n    * Throws an
"InvalidStateError" DOMException if not called within an upgrade transaction.\n    */\n    createIndex(name: string, keyPath: string | Iterable<string>, options?:
IDBIndexParameters): IDBIndex;\n}\n\n\ninterface MediaKeyStatusMap {\n    [Symbol.iterator]
(): IterableIterator<[BufferSource, MediaKeyStatus]>;\n    entries():
IterableIterator<[BufferSource, MediaKeyStatus]>;\n    keys():
IterableIterator<BufferSource>;\n    values(): IterableIterator<MediaKeyStatus>;\n}\n\n\ninterface MediaList {\n    [Symbol.iterator](): IterableIterator<string>;\n}\n\n\ninterface MessageEvent<T = any> {\n    /** @deprecated */\n    initMessageEvent(type: string, bubbles?: boolean, cancelable?: boolean, data?: any,
origin?: string, lastEventId?: string, source?: MessageEventSource | null, ports?:
Iterable<MessagePort>): void;\n}\n\n\ninterface MimeTypeError {\n    [Symbol.iterator]():
IterableIterator<MimeType>;\n}\n\n\ninterface NamedNodeMap {\n    [Symbol.iterator]():
IterableIterator<Attr>;\n}\n\n\ninterface Navigator {\n    requestMediaKeySystemAccess(keySystem: string, supportedConfigurations:
Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n    vibrate(pattern: Iterable<number>): boolean;\n}\n\n\ninterface NodeList {\n    [Symbol.iterator](): IterableIterator<Node>;\n    /**\n      * Returns an array of key,
value pairs for every entry in the list.\n    */\n    entries():
IterableIterator<[number, Node]>;\n    /**\n      * Returns a list of keys in the
list.\n    */\n    keys(): IterableIterator<number>;\n    /**\n      * Returns an list
of values in the list.\n    */\n    values(): IterableIterator<Node>;\n}\n\n\ninterface
NodeListOf<TNode extends Node> {\n    [Symbol.iterator]():
IterableIterator<TNode>;\n    /**\n      * Returns an array of key, value pairs for every
entry in the list.\n    */\n    entries(): IterableIterator<[number, TNode]>;\n    /
**\n      * Returns an list of keys in the list.\n    */\n    keys():
IterableIterator<number>;\n    /**\n      * Returns an list of values in the list.\n    */\n    values(): IterableIterator<TNode>;\n}\n\n\ninterface Plugin {\n    [Symbol.iterator](): IterableIterator<MimeType>;\n}\n\n\ninterface PluginArray {\n    [Symbol.iterator](): IterableIterator<Plugin>;\n}\n\n\ninterface RTCStatsReport extends
ReadonlyMap<string, any> {\n}\n\n\ninterface ReadableStream<R = any> {\n    [Symbol.iterator](): IterableIterator<any>;\n    entries(): IterableIterator<[number,
any]>;\n    keys(): IterableIterator<number>;\n    values(): IterableIterator<any>;\n}\n\n\ninterface SVGLengthList {\n    [Symbol.iterator](): IterableIterator<SVGLength>;\n}\n\n\ninterface SVGNumberList {\n    [Symbol.iterator](): IterableIterator<SVGNumber>;\n}\n\n\ninterface SVGPointList {\n    [Symbol.iterator](): IterableIterator<DOMPoint>;\n}\n\n\ninterface SVGStringList {\n    [Symbol.iterator](): IterableIterator<string>;\n}\n\n\ninterface SVGTransformList {\n    [Symbol.iterator]():
IterableIterator<SVGTransform>;\n}\n\n\ninterface SourceBufferList {\n    [Symbol.iterator]
(): IterableIterator<SourceBuffer>;\n}\n\n\ninterface SpeechRecognitionResult {\n    [Symbol.iterator](): IterableIterator<SpeechRecognitionAlternative>;\n}\n\n\ninterface
SpeechRecognitionResultList {\n    [Symbol.iterator]():
IterableIterator<SpeechRecognitionResult>;\n}\n\n\ninterface StyleSheetList {\n    [Symbol.iterator](): IterableIterator<CSSStyleSheet>;\n}\n\n\ninterface SubtleCrypto
{\n    deriveKey(algorithm: AlgorithmIdentifier | EcdhKeyDeriveParams | HkdfParams |
Pbkdf2Params, baseKey: CryptoKey, derivedKeyType: AlgorithmIdentifier |
AesDerivedKeyParams | HmacImportParams | HkdfParams | Pbkdf2Params, extractable:
boolean, keyUsages: Iterable<KeyUsage>): Promise<CryptoKey>;\n    generateKey(algorithm:
RsaHashedKeyGenParams | EcKeyGenParams, extractable: boolean, keyUsages: KeyUsage[]):
Promise<CryptoKeyPair>;\n    generateKey(algorithm: AesKeyGenParams | HmacKeyGenParams |
Pbkdf2Params, extractable: boolean, keyUsages: KeyUsage[]): Promise<CryptoKey>;\n}

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generateKey(algorithm: AlgorithmIdentifier, extractable: boolean, keyUsages:
Iterable<KeyUsage>): Promise<CryptoKeyPair | CryptoKey>;\n    importKey(format: "jwk",
keyData: JsonWebKey, algorithm: AlgorithmIdentifier | RsaHashedImportParams |
EcKeyImportParams | HmacImportParams | AesKeyAlgorithm, extractable: boolean, keyUsages:
KeyUsage[]): Promise<CryptoKey>;\n    importKey(format: Exclude<KeyFormat, "jwk">,
keyData: BufferSource, algorithm: AlgorithmIdentifier | RsaHashedImportParams |
EcKeyImportParams | HmacImportParams | AesKeyAlgorithm, extractable: boolean, keyUsages:
Iterable<KeyUsage>): Promise<CryptoKey>;\n    unwrapKey(format: KeyFormat, wrappedKey:
BufferSource, unwrappingKey: CryptoKey, unwrapAlgorithm: AlgorithmIdentifier |
RsaOaepParams | AesCtrParams | AesCbcParams | AesGcmParams, unwrappedKeyAlgorithm:
AlgorithmIdentifier | RsaHashedImportParams | EcKeyImportParams | HmacImportParams |
AesKeyAlgorithm, extractable: boolean, keyUsages: Iterable<KeyUsage>):
Promise<CryptoKey>;\n\n\ninterface TextTrackCueList {\n    [Symbol.iterator]() :
IterableIterator<TextTrackCue>;\n}\n\ninterface TextTrackList {\n    [Symbol.iterator]
(): IterableIterator<TextTrack>;\n}\n\ninterface TouchList {\n    [Symbol.iterator]() :
IterableIterator<Touch>;\n}\n\ninterface URLSearchParams {\n    [Symbol.iterator]() :
IterableIterator<[string, string]>;\n    /**\n     * Returns an array of key, value
pairs for every entry in the search params.\n     */\n    entries():
IterableIterator<[string, string]>;\n    /**\n     * Returns a list of keys in the
search params.\n     */\n    keys(): IterableIterator<string>;\n    /**\n     * Returns
a list of values in the search params.\n     */\n    values():
IterableIterator<string>;\n}\n\n\ninterface WEBGL_draw_buffers {\n
drawBuffersWEBGL(buffer: Iterable<GLenum>): void;\n}\n\n\ninterface
WebGL2RenderingContextBase {\n    clearBufferfv(buffer: GLenum, drawbuffer: GLint,
values: Iterable<GLfloat>, srcOffset?: GLuint): void;\n    clearBufferiv(buffer: GLenum,
drawbuffer: GLint, values: Iterable<GLint>, srcOffset?: GLuint): void;\n    clearBufferuiv(buffer: GLenum, drawbuffer: GLint, values: Iterable<GLuint>, srcOffset?:
GLuint): void;\n    drawBuffers(buffer: Iterable<GLenum>): void;\n
getActiveUniforms(program: WebGLProgram, uniformIndices: Iterable<GLuint>, pname:
GLenum): any;\n    getUniformIndices(program: WebGLProgram, uniformNames:
Iterable<string>): Iterable<GLuint> | null;\n    invalidateFramebuffer(target: GLenum,
attachments: Iterable<GLenum>): void;\n    invalidateSubFramebuffer(target: GLenum,
attachments: Iterable<GLenum>, x: GLint, y: GLint, width: GLsizei, height: GLsizei):
void;\n    transformFeedbackVaryings(program: WebGLProgram, varyings: Iterable<string>,
bufferMode: GLenum): void;\n    uniform1uiv(location: WebGLUniformLocation | null, data:
Iterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform2uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniform3uiv(location: WebGLUniformLocation |
null, data: Iterable<GLuint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform4uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix2x3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix2x4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix3x2fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix3x4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix4x2fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniformMatrix4x3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    vertexAttribI4iv(index: GLuint, values:
Iterable<GLint>): void;\n    vertexAttribI4uiv(index: GLuint, values: Iterable<GLuint>):
void;\n}\n\n\ninterface WebGL2RenderingContextOverloads {\n    uniform1fv(location:
WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?:
GLuint): void;\n    uniform1iv(location: WebGLUniformLocation | null, data:
Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform2fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:
GLuint, srcLength?: GLuint): void;\n    uniform2iv(location: WebGLUniformLocation |
null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform3fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:

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GLuint, srcLength?: GLuint): void;\n    uniform3iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform4fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniform4iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n    uniformMatrix4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?: GLuint, srcLength?: GLuint): void;\n}\n\ninterface WebGLRenderingContextBase {\n    vertexAttrib1fv(index: GLuint, values: Iterable<GLfloat>): void;\n    vertexAttrib2fv(index: GLuint, values: Iterable<GLfloat>): void;\n    vertexAttrib3fv(index: GLuint, values: Iterable<GLfloat>): void;\n    vertexAttrib4fv(index: GLuint, values: Iterable<GLfloat>): void;\n}\n\ninterface WebGLRenderingContextOverloads {\n    uniform1fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n    uniform1iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n    uniform2fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n    uniform2iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n    uniform3fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n    uniform3iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n    uniform4fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n    uniform4iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n    uniformMatrix2fv(location: WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>): void;\n    uniformMatrix3fv(location: WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>): void;\n    uniformMatrix4fv(location: WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>): void;\n}\n';
```

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```
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\nndeclare namespace Intl {\n    type\n    DateTimeFormatPartTypes = "day" | "dayPeriod" | "era" | "hour" | "literal" | "minute" |\n    "month" | "second" | "timeZoneName" | "weekday" | "year";\n\n\n    interface\n    DateTimeFormatPart {\n        type: DateTimeFormatPartTypes;\n        value:\n        string;\n    }\n\n    interface DateTimeFormat {\n        formatToParts(date?: Date |\n        number): DateTimeFormatPart[];\n    }\n}
```

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specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\nndeclare namespace Intl {\n\n    /
**\n    * [Unicode BCP 47 Locale Identifiers] (https://unicode.org/reports/tr35/)
#Unicode_Language_and_Locale_Identifiers) definition.\n    *\n    * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#locales\_argument).\n    *\n    */\n    type UnicodeBCP47LocaleIdentifier =
string;\n\n    /**\n    * Unit to use in the relative time internationalized
message.\n    *\n    * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/format#Parameters).\n    *\n    *
[Specification] (https://tc39.es/ecma402/#sec-singularrelativetimeunit).\n    */\n
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type RelativeTimeFormatUnit =\n          | "year" | "years"\n          | "quarter" |
"quarters"\n          | "month" | "months"\n          | "week" | "weeks"\n          | "day" |
"days"\n          | "hour" | "hours"\n          | "minute" | "minutes"\n          | "second" |
"seconds"\n          ;\n\n /**\n * The locale matching algorithm to use.\n
*\n * [MDN] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation).\n * [Specification] (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n type
RelativeTimeFormatLocaleMatcher = "lookup" | "best fit";\n\n /**\n * The format
of output message.\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n * [Specification] (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n type RelativeTimeFormatNumeric =
"always" | "auto";\n\n /**\n * The length of the internationalized message.\n
*\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n * [Specification] (https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n type RelativeTimeFormatStyle = "long" | "short" | "narrow";\n\n /**\n *
An object with some or all of properties of `options` parameter\n * of
`Intl.RelativeTimeFormat` constructor.\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\n * [Specification]
(https://tc39.es/ecma402/#sec-InitializeRelativeTimeFormat).\n */\n interface
RelativeTimeFormatOptions {\n      localeMatcher?:
RelativeTimeFormatLocaleMatcher;\n      numeric?: RelativeTimeFormatNumeric;\n
style?: RelativeTimeFormatStyle;\n  }\n\n /**\n * An object with properties
reflecting the locale\n * and formatting options computed during
initialization\n * of the `Intl.RelativeTimeFormat` object\n * [MDN]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/resolvedOptions#Description).\n * [Specification] (https://tc39.es/ecma402/#table-relativetimeformat-resolvedoptions-properties).\n */\n
interface ResolvedRelativeTimeFormatOptions {\n      locale:
UnicodeBCP47LocaleIdentifier;\n      style: RelativeTimeFormatStyle;\n      numeric:
RelativeTimeFormatNumeric;\n      numberingSystem: string;\n  }\n\n /**\n *
An object representing the relative time format in parts\n * that can be used for
custom locale-aware formatting.\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/formatToParts#Using\_formatToParts).\n * [Specification] (https://tc39.es/ecma402/#sec-FormatRelativeTimeToParts).\n */\n interface RelativeTimeFormatPart
{\n      type: string;\n      value: string;\n      unit?:
RelativeTimeFormatUnit;\n  }\n\n interface RelativeTimeFormat {\n      /
**\n      * Formats a value and a unit according to the locale\n      * and
formatting options of the given\n      * [ `Intl.RelativeTimeFormat` ] (https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global\_Objects/RelativeTimeFormat)
\n      * object.\n      * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/format).\n      * While this method automatically provides
the correct plural forms,\n      * the grammatical form is otherwise as neutral as
possible.\n      * It is the caller's responsibility to handle cut-off
logic\n      * such as deciding between displaying "in 7 days" or "in 1
week".\n      * This API does not support relative dates involving compound
units.\n      * e.g "in 5 days and 4 hours".\n      * @param value -
Numeric value to use in the internationalized relative time message\n
*\n      * @param unit - [Unit] (https://tc39.es/ecma402/#sec-singularrelativetimeunit)
\n      * to use in the relative time internationalized message.\n      *
Possible values are: `year`, `quarter`, `month`, `week`,\n      * `day`,
`hour`, `minute`, `second`.\n      * Plural forms are also
permitted.\n      * @throws `RangeError` if `unit` was given something
other than `unit` possible values\n      * @returns Internationalized
relative time message as string\n      * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/format).\n      * [Specification] (https://tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.format).\n      */\n
format(\n          value: number,\n          unit:
RelativeTimeFormatUnit,\n      ): string;\n\n /**\n * A version of the

```



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format method which it returns an array of objects\n          * which represent "parts"
of the object,\n          * separating the formatted number into its constituent
parts\n          * and separating it from other surrounding text.\n          * These
objects have two properties:\n          * `type` a NumberFormat formatToParts type, and
`value`,\n          * which is the String which is the component of the
output.\n          * If a "part" came from NumberFormat,\n          * it will have a
unit property which indicates the `unit` being formatted;\n          * literals which
are part of the larger frame will not have this property.\n          *\n          *
@param value - Numeric value to use in the internationalized relative time
message\n          *\n          * @param unit - [Unit](https://tc39.es/ecma402/#sec-
singularrelativetimeunit)\n          * to use in the relative time internationalized
message.\n          * Possible values are: `year`, `quarter`, `month`,
`week`,\n          * `day`, `hour`, `minute`, `second`. \n          * Plural
forms are also permitted.\n          *\n          * @throws `RangeError` if `unit` was
given something other than `unit` possible values\n          *\n          * @returns
Array of [FormatRelativeTimeToParts](https://tc39.es/ecma402/#sec-
FormatRelativeTimeToParts)\n          *\n          * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat/formatToParts).\n          *\n          * [Specification](https://
tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.prototype.formatToParts).\n
*/\n          formatToParts(\n          value: number,\n          unit:
RelativeTimeFormatUnit,\n          ): RelativeTimeFormatPart[];\n          /**\n          *
Provides access to the locale and options computed during initialization of this
`Intl.RelativeTimeFormat` object.\n          *\n          * @returns A new object with
properties reflecting the locale\n          * and formatting options computed during
initialization\n          * of the `Intl.RelativeTimeFormat` object.\n
*\n          * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/resolvedOptions).\n          *\n          *
[Specification](https://tc39.es/ecma402/#sec-
intl.relativeTimeFormat.prototype.resolvedOptions)\n          */\n          resolvedOptions(): ResolvedRelativeTimeFormatOptions;\n          }\n          /**\n          * The
[`Intl.RelativeTimeFormat`](https://developer.mozilla.org/docs/Web/JavaScript/Reference/
Global_Objects/RelativeTimeFormat)\n          * object is a constructor for objects that
enable language-sensitive relative time formatting.\n          *\n          * Part of [Intl object]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl)
\n          * namespace and the [ECMAScript Internationalization API] (https://www.ecma-
international.org/publications/standards/Ecma-402.htm).\n          *\n          * [Compatibility]
(https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
RelativeTimeFormat#Browser_compatibility).\n          *\n          * [Polyfills] (https://
github.com/tc39/proposal-intl-relative-time#polyfills).\n          */\n          const
RelativeTimeFormat: {\n          /**\n          * Constructor creates
[Intl.RelativeTimeFormat](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/RelativeTimeFormat)\n          * objects\n          *\n          *
@param locales - A string with a [BCP 47 language tag] (http://tools.ietf.org/html/
rfc5646), or an array of such strings.\n          * For the general form and
interpretation of the locales argument,\n          * see the [`Intl` page] (https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_identification_and_negotiation).\n          *\n          * @param options - An
[object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n          * with
some or all of options of the formatting.\n          * An object with some or all of the
following properties:\n          * - `localeMatcher` - The locale matching algorithm to
use.\n          * - Possible values are `lookup` and `best fit`; the default is
`best fit`.\n          * - For information about this option, see [Intl page] (https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation).\n          * - `numeric` - The format of output
message.\n          * - Possible values are: `always` (default, e.g., `1 day ago`) or
`auto` (e.g., `yesterday`).\n          * - The `auto` value allows to not always
have to use numeric values in the output.\n          * - `style` - The length of the
internationalized message. Possible values are:\n          * - `long` (default, e.g.,
in 1 month),\n          * - `short` (e.g., in 1 mo.)\n          * - or `narrow`
(e.g., in 1 mo.). The narrow style could be similar to the short style for some

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locales.\n          *\n          * @returns [Intl.RelativeTimeFormat] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/RelativeTimeFormat) object.\n          *\n          * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat).\n          *\n          * [Specification] (https://tc39.es/ecma402/#sec-intl-relativetimeformat-constructor).\n          */\nnew(\n    locales?: UnicodeBCP47LocaleIdentifier | UnicodeBCP47LocaleIdentifier[],\n    options?:\n        RelativeTimeFormatOptions,\n    ): RelativeTimeFormat;\n\n/**\n * Returns an array containing those of the provided locales\n * that are supported in date and time formatting\n * without having to fall back to the runtime's default locale.\n *\n * @param locales - A string with a [BCP 47 language tag] (http://tools.ietf.org/html/rfc5646), or an array of such strings.\n * For the general form and interpretation of the locales argument,\n * see the [Intl page] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_identification\_and\_negotiation).\n *\n * @param options - An [object] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters)\n * with some or all of options of the formatting.\n * An object with some or all of the following properties:\n * - `localeMatcher` - The locale matching algorithm to use.\n * Possible values are "lookup" and "best fit"; the default is "best fit".\n * For information about this option, see [Intl page] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl#Locale\_negotiation).\n * - `numeric` - The format of output message.\n * Possible values are: "always" (default, e.g., "1 day ago") or "auto" (e.g., "yesterday").\n * The "auto" value allows to not always have to use numeric values in the output.\n * - `style` - The length of the internationalized message. Possible values are:\n * - "long" (default, e.g., in 1 month),\n * - "short" (e.g., in 1 mo.)\n * or "narrow" (e.g., in 1 mo.). The narrow style could be similar to the short style for some locales.\n *\n * @returns An array containing those of the provided locales\n * that are supported in date and time formatting\n * without having to fall back to the runtime's default locale.\n *\n * [MDN] (https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Intl/RelativeTimeFormat/supportedLocalesOf).\n *\n * [Specification] (https://tc39.es/ecma402/#sec-Intl.RelativeTimeFormat.supportedLocalesOf).\n */\nsupportedLocalesOf(\n    locales?: UnicodeBCP47LocaleIdentifier | UnicodeBCP47LocaleIdentifier[],\n    options?:\n        RelativeTimeFormatOptions,\n    ): UnicodeBCP47LocaleIdentifier[];\n\ninterface NumberFormatOptions {\n    compactDisplay?: string;\n    notation?: string;\n    signDisplay?: string;\n    unit?: string;\n    unitDisplay?: string;\n}\n\ninterface ResolvedNumberFormatOptions {\n    compactDisplay?: string;\n    notation?: string;\n    signDisplay?: string;\n    unit?: string;\n    unitDisplay?: string;\n}\n\ninterface DateTimeFormatOptions {\n    dateStyle?: "full" | "long" | "medium" | "short";\n    timeStyle?: "full" | "long" | "medium" | "short";\n    calendar?: string;\n    dayPeriod?: "narrow" | "short" | "long";\n    numberingSystem?: string;\n    hourCycle?: "h11" | "h12" | "h23" | "h24";\n    fractionalSecondDigits?: 0 | 1 | 2 | 3;\n}\n\nCopyright (c) Microsoft Corporation. All rights reserved.\nLicensed under the Apache License, Version 2.0 (the "License"); you may not use\nthis file except in compliance with the License. You may obtain a copy of the\nLicense at http://www.apache.org/licenses/LICENSE-2.0\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\nCONDITIONS OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\nIMPLIED WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\nPURPOSE, MERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for specific language governing permissions\nand limitations under the License.\n\n*****\n*/\n\n<reference no-default-lib="true"/>\ndeclare namespace Intl {\n    type LDMLPluralRule = "zero" | "one" | "two" | "few" | "many" | "other";\n    type PluralRuleType = "cardinal" | "ordinal";\n    interface

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PluralRulesOptions {\n      localeMatcher?: "lookup" | "best fit";\n      type?:
PluralRuleType;\n      minimumIntegerDigits?: number;\n      minimumFractionDigits?:
number;\n      maximumFractionDigits?: number;\n      minimumSignificantDigits?:
number;\n      maximumSignificantDigits?: number;\n    }\n\n    interface
ResolvedPluralRulesOptions {\n      locale: string;\n      pluralCategories:
LDMLPluralRule[];\n      type: PluralRuleType;\n      minimumIntegerDigits:
number;\n      minimumFractionDigits: number;\n      maximumFractionDigits:
number;\n      minimumSignificantDigits?: number;\n      maximumSignificantDigits?:
number;\n    }\n\n    interface PluralRules {\n      resolvedOptions():
ResolvedPluralRulesOptions;\n      select(n: number): LDMLPluralRule;\n    }\n\n
const PluralRules: {\n      new (locales?: string | string[], options?:
PluralRulesOptions): PluralRules;\n      (locales?: string | string[], options?:
PluralRulesOptions): PluralRules;\n      supportedLocalesOf(locales:
string | string[],\n      options?: PluralRulesOptions,\n      ):
string[];\n    };
\n\n';
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licenses/LICENSE-2.0\n\nTHIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR
CONDITIONS OF ANY\nKIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY
IMPLIED\nWARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR
PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\nndeclare namespace Reflect {\n
/**\n * Calls the function with the specified object as the this value\n * and
the elements of specified array as the arguments.\n * @param target The function to
call.\n * @param thisArgument The object to be used as the this object.\n *
@param argumentsList An array of argument values to be passed to the function.\n
*/\n function apply(target: Function, thisArgument: any, argumentsList:
ArrayLike<any>): any;\n\n /**\n * Constructs the target with the elements of
specified array as the arguments\n * and the specified constructor as the
`new.target` value.\n * @param target The constructor to invoke.\n * @param
argumentsList An array of argument values to be passed to the constructor.\n *
@param newTarget The constructor to be used as the `new.target` object.\n */\n
function construct(target: Function, argumentsList: ArrayLike<any>, newTarget?:
Function): any;\n\n /**\n * Adds a property to an object, or modifies attributes
of an existing property.\n * @param target Object on which to add or modify the
property. This can be a native JavaScript object\n * (that is, a user-defined
object or a built in object) or a DOM object.\n * @param propertyKey The property
name.\n * @param attributes Descriptor for the property. It can be for a data
property or an accessor property.\n */\n function defineProperty(target: object,
propertyKey: PropertyKey, attributes: PropertyDescriptor): boolean;\n\n /**\n *
Removes a property from an object, equivalent to `delete target[propertyKey]`,\n *
except it won't throw if `target[propertyKey]` is non-configurable.\n * @param
target Object from which to remove the own property.\n * @param propertyKey The
property name.\n */\n function deleteProperty(target: object, propertyKey:
PropertyKey): boolean;\n\n /**\n * Gets the property of target, equivalent to
`target[propertyKey]` when `receiver === target`.\n * @param target Object that
contains the property on itself or in its prototype chain.\n * @param propertyKey
The property name.\n * @param receiver The reference to use as the `this` value in
the getter function,\n * if `target[propertyKey]` is an accessor
property.\n */\n function get(target: object, propertyKey: PropertyKey,
receiver?: any): any;\n\n /**\n * Gets the own property descriptor of the
specified object.\n * An own property descriptor is one that is defined directly on
the object and is not inherited from the object's prototype.\n * @param target
Object that contains the property.\n * @param propertyKey The property name.\n
*/\n function getOwnPropertyDescriptor(target: object, propertyKey: PropertyKey):
PropertyDescriptor | undefined;\n\n /**\n * Returns the prototype of an
object.\n * @param target The object that references the prototype.\n */\n
function getPrototypeOf(target: object): object | null;\n\n /**\n * Equivalent to
`propertyKey in target`.\n * @param target Object that contains the property on

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    itself or in its prototype chain.\n        * @param propertyKey Name of the property.\n    */\n    function has(target: object, propertyKey: PropertyKey): boolean;\n\n    /**\n     * Returns a value that indicates whether new properties can be added to an\n    object.\n        * @param target Object to test.\n    */\n    function\n    isExtensible(target: object): boolean;\n\n    /**\n     * Returns the string and symbol\n    keys of the own properties of an object. The own properties of an object\n        * are those that are defined directly on that object, and are not inherited from the object's\n    prototype.\n        * @param target Object that contains the own properties.\n    */\n    function ownKeys(target: object): (string | symbol)[];\n\n    /**\n     * Prevents the\n    addition of new properties to an object.\n        * @param target Object to make non-\n    extensible.\n        * @return Whether the object has been made non-extensible.\n    */\n    function preventExtensions(target: object): boolean;\n\n    /**\n     * Sets the\n    property of target, equivalent to `target[propertyKey] = value` when `receiver ===\n    target`.\n        * @param target Object that contains the property on itself or in its\n    prototype chain.\n        * @param propertyKey Name of the property.\n        * @param\n    receiver The reference to use as the `this` value in the setter function,\n        * if `target[propertyKey]` is an accessor property.\n    */\n    function set(target:\n    object, propertyKey: PropertyKey, value: any, receiver?: any): boolean;\n\n    /**\n     * Sets the prototype of a specified object o to object proto or null.\n        * @param\n    target The object to change its prototype.\n        * @param proto The value of the new\n    prototype or null.\n        * @return Whether setting the prototype was successful.\n    */\n    function setPrototypeOf(target: object, proto: object | null): boolean;\n\n    Copyright (c) Microsoft Corporation. All rights reserved.\n    Licensed under the Apache\n    License, Version 2.0 (the "License"); you may not use\n    this file except in compliance\n    with the License. You may obtain a copy of the\n    License at http://www.apache.org/\n    licenses/LICENSE-2.0\n    THIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\n    CONDITIONS OF ANY\n    KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\n    IMPLIED\n    WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\n    PURPOSE,\n    MERCHANTABILITY OR NON-INFRINGEMENT.\n    See the Apache Version 2.0 License for\n    specific language governing permissions\n    and limitations under the\n    License.\n    *****\n    */\n\n    /// <reference no-default-lib="true"/>\n\n    namespace AggregateError extends\n    Error {\n        errors: any[]\n    }\n\n    namespace AggregateErrorConstructor {\n        new(errors:\n    Iterable<any>, message?: string): AggregateError;\n        (errors: Iterable<any>,\n    message?: string): AggregateError;\n        readonly prototype: AggregateError;\n    }\n\n    declare var\n    AggregateError: AggregateErrorConstructor;\n\n    /**\n     * Represents the completion of an\n    asynchronous operation\n    */\n\n    namespace PromiseConstructor {\n        /**\n         * The any\n    function returns a promise that is fulfilled by the first given promise to be fulfilled,\n    or rejected with an AggregateError containing an array of rejection reasons if all of\n    the given promises are rejected. It resolves all elements of the passed iterable to\n    promises as it runs this algorithm.\n        * @param values An array or iterable of\n    Promises.\n        * @returns A new Promise.\n    */\n        any<T>(values: (T | PromiseLike<T>))[] | Iterable<T | PromiseLike<T>>): Promise<T>;\n\n        PromiseLike<T>[] | Iterable<T | PromiseLike<T>>): Promise<T>;\n    }\n\n    Copyright (c) Microsoft Corporation. All rights reserved.\n    Licensed under the Apache\n    License, Version 2.0 (the "License"); you may not use\n    this file except in compliance\n    with the License. You may obtain a copy of the\n    License at http://www.apache.org/\n    licenses/LICENSE-2.0\n    THIS CODE IS PROVIDED ON AN *AS IS* BASIS, WITHOUT WARRANTIES OR\n    CONDITIONS OF ANY\n    KIND, EITHER EXPRESS OR IMPLIED, INCLUDING WITHOUT LIMITATION ANY\n    IMPLIED\n    WARRANTIES OR CONDITIONS OF TITLE, FITNESS FOR A PARTICULAR\n    PURPOSE,\n    MERCHANTABILITY OR NON-INFRINGEMENT.\n    See the Apache Version 2.0 License for\n    specific language governing permissions\n    and limitations under the\n    License.\n    *****\n    */\n\n    /// <reference no-default-lib="true"/>\n\n    namespace Array<T> {\n        /\n    /**\n     * Determines whether an array includes a certain element, returning true or\n    false as appropriate.\n        * @param searchElement The element to search for.\n        *\n    @param fromIndex The position in this array at which to begin searching for\n    searchElement.\n    */\n        includes(searchElement: T, fromIndex?: number): boolean;\n    }\n\n    namespace ReadonlyArray<T> {\n        /**\n         * Determines whether an array includes a\n    certain element, returning true or false as appropriate.\n        * @param searchElement\n    The element to search for.\n        * @param fromIndex The position in this array at which\n    to begin searching for searchElement.\n    */\n        includes(searchElement: T,\n    fromIndex?: number): boolean;\n    }\n\n    namespace Int8Array {\n        /**\n         * Determines

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whether an array includes a certain element, returning true or false as
appropriate.\n      * @param searchElement The element to search for.\n      * @param
fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n}\n\ninterface Uint8Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n}\n\ninterface
Uint8ClampedArray {\n      /**\n      * Determines whether an array includes a certain
element, returning true or false as appropriate.\n      * @param searchElement The
element to search for.\n      * @param fromIndex The position in this array at which to
begin searching for searchElement.\n      */\n      includes(searchElement: number,
fromIndex?: number): boolean;\n}\n\ninterface Int16Array {\n      /**\n      * Determines
whether an array includes a certain element, returning true or false as
appropriate.\n      * @param searchElement The element to search
for.\n      * @param fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n}\n\ninterface Uint16Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n}\n\ninterface Int32Array
{\n      /**\n      * Determines whether an array includes a certain element, returning
true or false as appropriate.\n      * @param searchElement The element to search
for.\n      * @param fromIndex The position in this array at which to begin searching for
searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number):
boolean;\n}\n\ninterface Uint32Array {\n      /**\n      * Determines whether an array
includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n}\n\ninterface
Float32Array {\n      /**\n      * Determines whether an array includes a certain element,
returning true or false as appropriate.\n      * @param searchElement The element to
search for.\n      * @param fromIndex The position in this array at which to begin
searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?:
number): boolean;\n}\n\ninterface Float64Array {\n      /**\n      * Determines whether an
array includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: number, fromIndex?: number): boolean;\n}';
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PURPOSE,\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\nSee the Apache Version 2.0 License for
specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Array<T> {\n      /
**\n      * Returns the value of the first element in the array where predicate is true,
and undefined\n      * otherwise.\n      * @param predicate find calls predicate once for
each element of the array, in ascending\n      * order, until it finds one where
predicate returns true. If such an element is found, find\n      * immediately returns
that element value. Otherwise, find returns undefined.\n      * @param thisArg If
provided, it will be used as the this value for each invocation of\n      * predicate. If
it is not provided, undefined is used instead.\n      */\n      find<S extends
T>(predicate: (this: void, value: T, index: number, obj: T[]) => value is S, thisArg?:
any): S | undefined;\n      find(predicate: (value: T, index: number, obj: T[]) =>
unknown, thisArg?: any): T | undefined;\n\n      /**\n      * Returns the index of the
first element in the array where predicate is true, and -1\n      * otherwise.\n      *

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@param predicate find calls predicate once for each element of the array, in
ascending\n      * order, until it finds one where predicate returns true. If such an
element is found,\n      * findIndex immediately returns that element index. Otherwise,
findIndex returns -1.\n      * @param thisArg If provided, it will be used as the this
value for each invocation of\n      * predicate. If it is not provided, undefined is used
instead.\n      */\n      findIndex(predicate: (value: T, index: number, obj: T[]) =>
unknown, thisArg?: any): number;\n\n      /**\n      * Changes all array elements from
`start` to `end` index to a static `value` and returns the modified array\n      * @param
value value to fill array section with\n      * @param start index to start filling the
array at. If start is negative, it is treated as\n      * length+start where length is
the length of the array.\n      * @param end index to stop filling the array at. If end
is negative, it is treated as\n      * length+end.\n      */\n      fill(value: T, start?:
number, end?: number): this;\n\n      /**\n      * Returns the this object after copying a
section of the array identified by start and end\n      * to the same array starting at
position target\n      * @param target If target is negative, it is treated as
length+target where length is the\n      * length of the array.\n      * @param start If
start is negative, it is treated as length+start. If end is negative, it\n      * is
treated as length+end.\n      * @param end If not specified, length of the this object is
used as its default value.\n      */\n      copyWithin(target: number, start: number, end?:
number): this;\n\n\ninterface ArrayConstructor {\n      /**\n      * Creates an array from
an array-like object.\n      * @param arrayLike An array-like object to convert to an
array.\n      */\n      from<T>(arrayLike: ArrayLike<T>): T[];\n\n      /**\n      * Creates
an array from an iterable object.\n      * @param arrayLike An array-like object to
convert to an array.\n      * @param mapfn A mapping function to call on every element of
the array.\n      * @param thisArg Value of `this` used to invoke the mapfn.\n      */\n      from<T, U>(arrayLike: ArrayLike<T>, mapfn: (v: T, k: number) => U, thisArg?:
any): U[];\n\n      /**\n      * Returns a new array from a set of elements.\n      * @param
items A set of elements to include in the new array object.\n      */\n      of<T>(...items: T[]): T[];\n\n\ninterface DateConstructor {\n      new (value: number |
string | Date): Date;\n\n\ninterface Function {\n      /**\n      * Returns the name of
the function. Function names are read-only and can not be changed.\n      */\n      readonly name: string;\n\n\ninterface Math {\n      /**\n      * Returns the number of
leading zero bits in the 32-bit binary representation of a number.\n      * @param x A
numeric expression.\n      */\n      clz32(x: number): number;\n\n      /**\n      * Returns
the result of 32-bit multiplication of two numbers.\n      * @param x First number\n      *
@param y Second number\n      */\n      imul(x: number, y: number): number;\n\n      /\n      /**\n      * Returns the sign of the x, indicating whether x is positive, negative or
zero.\n      * @param x The numeric expression to test\n      */\n      sign(x: number):
number;\n\n      /**\n      * Returns the base 10 logarithm of a number.\n      * @param x A
numeric expression.\n      */\n      log10(x: number): number;\n\n      /**\n      * Returns
the base 2 logarithm of a number.\n      * @param x A numeric expression.\n      */\n      log2(x: number): number;\n\n      /**\n      * Returns the natural logarithm of 1 +
x.\n      * @param x A numeric expression.\n      */\n      log1p(x: number):
number;\n\n      /**\n      * Returns the result of (e^x - 1), which is an implementation-
dependent approximation to\n      * subtracting 1 from the exponential function of x (e
raised to the power of x, where e\n      * is the base of the natural logarithms).\n      *
@param x A numeric expression.\n      */\n      expm1(x: number): number;\n\n      /\n      /**\n      * Returns the hyperbolic cosine of a number.\n      * @param x A numeric
expression that contains an angle measured in radians.\n      */\n      cosh(x: number):
number;\n\n      /**\n      * Returns the hyperbolic sine of a number.\n      * @param x A
numeric expression that contains an angle measured in radians.\n      */\n      sinh(x:
number): number;\n\n      /**\n      * Returns the hyperbolic tangent of a number.\n      *
@param x A numeric expression that contains an angle measured in radians.\n      */\n      tanh(x: number): number;\n\n      /**\n      * Returns the inverse hyperbolic cosine of a
number.\n      * @param x A numeric expression that contains an angle measured in
radians.\n      */\n      acosh(x: number): number;\n\n      /**\n      * Returns the inverse
hyperbolic sine of a number.\n      * @param x A numeric expression that contains an
angle measured in radians.\n      */\n      asinh(x: number): number;\n\n      /**\n      *
Returns the inverse hyperbolic tangent of a number.\n      * @param x A numeric
expression that contains an angle measured in radians.\n      */\n      atanh(x: number):
number;\n\n      /**\n      * Returns the square root of the sum of squares of its
arguments.\n      * @param values Values to compute the square root for.\n      * If

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no arguments are passed, the result is +0.\n      * If there is only one argument,
the result is the absolute value.\n      * If any argument is +Infinity or -Infinity,
the result is +Infinity.\n      * If any argument is NaN, the result is NaN.\n
* If all arguments are either +0 or \u22120, the result is +0.\n      */\n
hypot(...values: number[]): number;\n\n /**\n * Returns the integral part of the
a numeric expression, x, removing any fractional digits.\n * If x is already an
integer, the result is x.\n * @param x A numeric expression.\n */\n trunc(x:
number): number;\n\n /**\n * Returns the nearest single precision float
representation of a number.\n * @param x A numeric expression.\n */\n
fround(x: number): number;\n\n /**\n * Returns an implementation-dependent
approximation to the cube root of number.\n * @param x A numeric expression.\n
*/\n cbrt(x: number): number;\n\n\ninterface NumberConstructor {\n /**\n *
The value of Number.EPSILON is the difference between 1 and the smallest value greater
than 1\n * that is representable as a Number value, which is approximately:\n *
2.2204460492503130808472633361816 x 10\u200D\u221216.\n */\n readonly
EPSILON: number;\n\n /**\n * Returns true if passed value is finite.\n *
Unlike the global isFinite, Number.isFinite doesn't forcibly convert the parameter to
a\n * number. Only finite values of the type number, result in true.\n * @param
number A numeric value.\n */\n isFinite(number: unknown): boolean;\n\n /
**\n * Returns true if the value passed is an integer, false otherwise.\n *
@param number A numeric value.\n */\n isInteger(number: unknown):
boolean;\n\n /**\n * Returns a Boolean value that indicates whether a value is
the reserved value NaN (not a\n * number). Unlike the global isNaN(), Number.isNaN()
doesn't forcefully convert the parameter\n * to a number. Only values of the type
number, that are also NaN, result in true.\n * @param number A numeric value.\n
*/\n isNaN(number: unknown): boolean;\n\n /**\n * Returns true if the value
passed is a safe integer.\n * @param number A numeric value.\n */\n
isSafeInteger(number: unknown): boolean;\n\n /**\n * The value of the largest
integer n such that n and n + 1 are both exactly representable as\n * a Number
value.\n * The value of Number.MAX_SAFE_INTEGER is 9007199254740991 2^53 \u2212
1.\n */\n readonly MAX_SAFE_INTEGER: number;\n\n /**\n * The value of the
smallest integer n such that n and n \u2212 1 are both exactly representable as\n *
a Number value.\n * The value of Number.MIN_SAFE_INTEGER is \u22129007199254740991
(\u22122^53 \u2212 1).\n */\n readonly MIN_SAFE_INTEGER: number;\n\n /
**\n * Converts a string to a floating-point number.\n * @param string A string
that contains a floating-point number.\n */\n parseFloat(string: string):
number;\n\n /**\n * Converts A string to an integer.\n * @param string A
string to convert into a number.\n * @param radix A value between 2 and 36 that
specifies the base of the number in `string`.\n * If this argument is not supplied,
strings with a prefix of `0x` are considered hexadecimal.\n * All other strings
are considered decimal.\n */\n parseInt(string: string, radix?: number):
number;\n\n\ninterface ObjectConstructor {\n /**\n * Copy the values of all of
the enumerable own properties from one or more source objects to a\n * target
object. Returns the target object.\n * @param target The target object to copy
to.\n * @param source The source object from which to copy properties.\n */\n
assign<T, U>(target: T, source: U): T & U;\n\n /**\n * Copy the values of all of
the enumerable own properties from one or more source objects to a\n * target
object. Returns the target object.\n * @param target The target object to copy
to.\n * @param source1 The first source object from which to copy properties.\n
* @param source2 The second source object from which to copy properties.\n */\n
assign<T, U, V>(target: T, source1: U, source2: V): T & U & V;\n\n /**\n * Copy
the values of all of the enumerable own properties from one or more source objects to
a\n * target object. Returns the target object.\n * @param target The target
object to copy to.\n * @param source1 The first source object from which to copy
properties.\n * @param source2 The second source object from which to copy
properties.\n * @param source3 The third source object from which to copy
properties.\n */\n assign<T, U, V, W>(target: T, source1: U, source2: V, source3:
W): T & U & V & W;\n\n /**\n * Copy the values of all of the enumerable own
properties from one or more source objects to a\n * target object. Returns the
target object.\n * @param target The target object to copy to.\n * @param
sources One or more source objects from which to copy properties\n */\n
assign(target: object, ...sources: any[]): any;\n\n /**\n * Returns an array of

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all symbol properties found directly on object o.\n      * @param o Object to retrieve
the symbols from.\n      */\n      getOwnPropertySymbols(o: any): symbol[];\n\n  /**\n   * Returns the names of the enumerable string properties and methods of an
object.\n   * @param o Object that contains the properties and methods. This can be an
object that you created or an existing Document Object Model (DOM) object.\n   */\n  keys(o: {}): string[];\n\n  /**\n   * Returns true if the values are the same value,
false otherwise.\n   * @param value1 The first value.\n   * @param value2 The second
value.\n   */\n  is(value1: any, value2: any): boolean;\n\n  /**\n   * Sets the
prototype of a specified object o to object proto or null. Returns the object o.\n   *
@param o The object to change its prototype.\n   * @param proto The value of the new
prototype or null.\n   */\n  setPrototypeOf(o: any, proto: object | null): any;\n\n\ninterface ReadonlyArray<T> {\n  /**\n   * Returns the value of the first element
in the array where predicate is true, and undefined\n   * otherwise.\n   * @param
predicate find calls predicate once for each element of the array, in ascending\n   *
order, until it finds one where predicate returns true. If such an element is found,
find\n   * immediately returns that element value. Otherwise, find returns
undefined.\n   * @param thisArg If provided, it will be used as the this value for
each invocation of\n   * predicate. If it is not provided, undefined is used
instead.\n   */\n  find<S extends T>(predicate: (this: void, value: T, index:
number, obj: readonly T[]) => value is S, thisArg?: any): S | undefined;\n  find(predicate: (value: T, index: number, obj: readonly T[]) => unknown, thisArg?: any):
T | undefined;\n\n  /**\n   * Returns the index of the first element in the array
where predicate is true, and -1\n   * otherwise.\n   * @param predicate find calls
predicate once for each element of the array, in ascending\n   * order, until it finds
one where predicate returns true. If such an element is found,\n   * findIndex
immediately returns that element index. Otherwise, findIndex returns -1.\n   * @param
thisArg If provided, it will be used as the this value for each invocation of\n   *
predicate. If it is not provided, undefined is used instead.\n   */\n  findIndex(predicate: (value: T, index: number, obj: readonly T[]) => unknown, thisArg?:
any): number;\n\n\ninterface RegExp {\n  /**\n   * Returns a string indicating the
flags of the regular expression in question. This field is read-only.\n   * The
characters in this string are sequenced and concatenated in the following order:\n
*\n   * - "g" for global\n   * - "i" for ignoreCase\n   * - "m" for
multiline\n   * - "u" for unicode\n   * - "y" for sticky\n   * *\n   * If no
flags are set, the value is the empty string.\n   */\n  readonly flags:
string;\n\n  /**\n   * Returns a Boolean value indicating the state of the sticky
flag (y) used with a regular\n   * expression. Default is false. Read-only.\n
*/\n  readonly sticky: boolean;\n\n  /**\n   * Returns a Boolean value indicating
the state of the Unicode flag (u) used with a regular\n   * expression. Default is
false. Read-only.\n   */\n  readonly unicode: boolean;\n\n\ninterface
RegExpConstructor {\n  new (pattern: RegExp | string, flags?: string): RegExp;\n
(pattern: RegExp | string, flags?: string): RegExp;\n\n\ninterface String {\n  /
**\n   * Returns a nonnegative integer Number less than 1114112 (0x10000) that is the
code point\n   * value of the UTF-16 encoded code point starting at the string element
at position pos in\n   * the String resulting from converting this object to a
String.\n   * If there is no element at that position, the result is undefined.\n
* If a valid UTF-16 surrogate pair does not begin at pos, the result is the code unit at
pos.\n   */\n  codePointAt(pos: number): number | undefined;\n\n  /**\n   *
Returns true if searchString appears as a substring of the result of converting
this\n   * object to a String, at one or more positions that are\n   * greater than
or equal to position; otherwise, returns false.\n   * @param searchString search
string\n   * @param position If position is undefined, 0 is assumed, so as to search
all of the String.\n   */\n  includes(searchString: string, position?: number):
boolean;\n\n  /**\n   * Returns true if the sequence of elements of searchString
converted to a String is the\n   * same as the corresponding elements of this object
(converted to a String) starting at\n   * endPosition \u2013 length(this). Otherwise
returns false.\n   */\n  endsWith(searchString: string, endPosition?: number):
boolean;\n\n  /**\n   * Returns the String value result of normalizing the string
into the normalization form\n   * named by form as specified in Unicode Standard Annex
#15, Unicode Normalization Forms.\n   * @param form Applicable values: "NFC", "NFD",
"NFKC", or "NFKD", If not specified default\n   * is "NFC"\n   */\n  normalize(form: "NFC" | "NFD" | "NFKC" | "NFKD"): string;\n\n  /**\n   * Returns the

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String value result of normalizing the string into the normalization form\n      * named
by form as specified in Unicode Standard Annex #15, Unicode Normalization Forms.\n      *
@param form Applicable values: "NFC", "NFD", "NFKC", or "NFKD", If not specified
default\n      * is "NFC"\n      */\n      normalize(form?: string): string;\n\n      /
**\n      * Returns a String value that is made from count copies appended together. If
count is 0,\n      * the empty string is returned.\n      * @param count number of copies
to append\n      */\n      repeat(count: number): string;\n\n      /**\n      * Returns true
if the sequence of elements of searchString converted to a String is the\n      * same as
the corresponding elements of this object (converted to a String) starting at\n      *
position. Otherwise returns false.\n      */\n      startsWith(searchString: string,
position?: number): boolean;\n\n      /**\n      * Returns an `<a>` HTML anchor element and
sets the name attribute to the text value\n      * @param name\n      */\n      anchor(name:
string): string;\n\n      /** Returns a `<big>` HTML element */\n      big():
string;\n\n      /** Returns a `<blink>` HTML element */\n      blink(): string;\n\n      /**
Returns a `<b>` HTML element */\n      bold(): string;\n\n      /** Returns a `<tt>` HTML
element */\n      fixed(): string;\n\n      /** Returns a `<font>` HTML element and sets the
color attribute value */\n      fontcolor(color: string): string;\n\n      /** Returns a
`<font>` HTML element and sets the size attribute value */\n      fontsize(size: number):
string;\n\n      /** Returns a `<font>` HTML element and sets the size attribute value
*/\n      fontsize(size: string): string;\n\n      /** Returns an `<i>` HTML element */\n
italics(): string;\n\n      /** Returns an `<a>` HTML element and sets the href attribute
value */\n      link(url: string): string;\n\n      /** Returns a `<small>` HTML element
*/\n      small(): string;\n\n      /** Returns a `<strike>` HTML element */\n      strike():
string;\n\n      /** Returns a `<sub>` HTML element */\n      sub(): string;\n\n      /**
Returns a `<sup>` HTML element */\n      sup(): string;\n\n\n      interface StringConstructor
{\n      /**\n      * Return the String value whose elements are, in order, the elements in
the List elements.\n      * If length is 0, the empty string is returned.\n      */\n
fromCodePoint(...codePoints: number[]): string;\n\n      /**\n      * String.raw is usually
used as a tag function of a Tagged Template String. When called as\n      * such, the
first argument will be a well formed template call site object and the rest\n      *
parameter will contain the substitution values. It can also be called directly, for
example,\n      * to interleave strings and values from your own tag function, and in
this case the only thing\n      * it needs from the first argument is the raw
property.\n      * @param template A well-formed template string call site
representation.\n      * @param substitutions A set of substitution values.\n      */\n
raw(template: { raw: readonly string[] | ArrayLike<string>}, ...substitutions: any[]):
string;\n\n};

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specific language governing permissions\nand limitations under the
License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Atomics {\n      /**\n
* Adds a value to the value at the given position in the array, returning the original
value.\n      * Until this atomic operation completes, any other read or write operation
against the array\n      * will block.\n      */\n      add(typedArray: BigInt64Array |
BigUint64Array, index: number, value: bigint): bigint;\n\n      /**\n      * Stores the
bitwise AND of a value with the value at the given position in the array,\n      *
returning the original value. Until this atomic operation completes, any other read
or\n      * write operation against the array will block.\n      */\n      and(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\n\n      /**\n
* Replaces the value at the given position in the array if the original value equals the
given\n      * expected value, returning the original value. Until this atomic operation
completes, any\n      * other read or write operation against the array will block.\n
*/\n      compareExchange(typedArray: BigInt64Array | BigUint64Array, index: number,
expectedValue: bigint, replacementValue: bigint): bigint;\n\n      /**\n      * Replaces
the value at the given position in the array, returning the original value. Until\n
* this atomic operation completes, any other read or write operation against the array

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will\n      * block.\n      */\n      exchange(typedArray: BigInt64Array | BigUint64Array,
index: number, value: bigint): bigint;\n\n      /**\n      * Returns the value at the given
position in the array. Until this atomic operation completes,\n      * any other read or
write operation against the array will block.\n      */\n      load(typedArray:
BigInt64Array | BigUint64Array, index: number): bigint;\n\n      /**\n      * Stores the
bitwise OR of a value with the value at the given position in the array,\n      *
returning the original value. Until this atomic operation completes, any other read or
write\n      * operation against the array will block.\n      */\n      or(typedArray:
BigInt64Array | BigUint64Array, index: number, value: bigint): bigint;\n\n      /**\n      * Stores a value at the given position in the array, returning the new value. Until
this\n      * atomic operation completes, any other read or write operation against the
array will block.\n      */\n      store(typedArray: BigInt64Array | BigUint64Array, index:
number, value: bigint): bigint;\n\n      /**\n      * Subtracts a value from the value at
the given position in the array, returning the original\n      * value. Until this atomic
operation completes, any other read or write operation against the\n      * array will
block.\n      */\n      sub(typedArray: BigInt64Array | BigUint64Array, index: number,
value: bigint): bigint;\n\n      /**\n      * If the value at the given position in the
array is equal to the provided value, the current\n      * agent is put to sleep causing
execution to suspend until the timeout expires (returning\n      * ``"timed-out"``) or
until the agent is awoken (returning ``"ok"``); otherwise, returns\n      * ``"not-
equal"``.\n      */\n      wait(typedArray: BigInt64Array, index: number, value: bigint,
timeout?: number): "ok" | "not-equal" | "timed-out";\n\n      /**\n      * Wakes up
sleeping agents that are waiting on the given index of the array, returning the\n      *
number of agents that were awoken.\n      * @param typedArray A shared
BigInt64Array.\n      * @param index The position in the typedArray to wake up on.\n      *
@param count The number of sleeping agents to notify. Defaults to +Infinity.\n      */\n      notify(typedArray: BigInt64Array, index: number, count?: number):
number;\n\n      /**\n      * Stores the bitwise XOR of a value with the value at the given
position in the array,\n      * returning the original value. Until this atomic operation
completes, any other read or write\n      * operation against the array will block.\n      */\n      xor(typedArray: BigInt64Array | BigUint64Array, index: number, value: bigint):
bigint;\n\n      */\n};

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currency code, \n * "name" to use a localized currency name such as
"dollar"\n */\n currencyDisplay?: string;\n\n /**\n * Whether to use
grouping separators, such as thousands separators or thousand/lakh/crore separators. The
default is true.\n */\n useGrouping?: boolean;\n\n /**\n * The minimum
number of integer digits to use. Possible values are from 1 to 21; the default is
1.\n */\n minimumIntegerDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12
| 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n /**\n * The minimum number of
fraction digits to use. Possible values are from 0 to 20; the default for plain number
and percent formatting is 0; the default for currency formatting is the number of minor
unit digits provided by the {@link http://www.currency-iso.org/en/home/tables/table-
al.html ISO 4217 currency codes list} (2 if the list doesn't provide that
information).\n */\n minimumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n /**\n * The maximum
number of fraction digits to use. Possible values are from 0 to 20; the default for
plain number formatting is the larger of minimumFractionDigits and 3; the default for
currency formatting is the larger of minimumFractionDigits and the number of minor unit
digits provided by the {@link http://www.currency-iso.org/en/home/tables/table-al.html
ISO 4217 currency codes list} (2 if the list doesn't provide that information); the
default for percent formatting is the larger of minimumFractionDigits and 0.\n
*/\n maximumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;\n\n /**\n * The minimum number of
significant digits to use. Possible values are from 1 to 21; the default is 1.\n
*/\n minimumSignificantDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13
| 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n /**\n * The maximum number of
significant digits to use. Possible values are from 1 to 21; the default is 21.\n
*/\n maximumSignificantDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13
| 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;\n\n /**\n * The formatting that should
be displayed for the number, the defaults is "standard"\n * "standard"
plain number formatting\n * "scientific" return the order-of-magnitude
for formatted number.\n * "engineering" return the exponent of ten when
divisible by three\n * "compact" string representing exponent, defaults
is using the "short" form\n */\n notation?: string;\n\n /**\n * used only
when notation is "compact"\n */\n compactDisplay?: string;\n\n\ninterface BigInt
{\n /**\n * Returns a string representation of an object.\n * @param radix
Specifies a radix for converting numeric values to strings.\n */\n
toString(radix?: number): string;\n\n /** Returns a string representation appropriate
to the host environment's current locale. */\n toLocaleString(locales?: string,
options?: BigIntToLocaleStringOptions): string;\n\n /** Returns the primitive value
of the specified object. */\n valueOf(): bigint;\n\n readonly
[Symbol.toStringTag]: "BigInt";\n\n\ninterface BigIntConstructor {\n (value: bigint
| boolean | number | string): bigint;\n readonly prototype: BigInt;\n\n /**\n
* Interprets the low bits of a BigInt as a 2's-complement signed integer.\n * All
higher bits are discarded.\n * @param bits The number of low bits to use\n *
@param int The BigInt whose bits to extract\n */\n asIntN(bits: number, int:
bigint): bigint;\n\n /**\n * Interprets the low bits of a BigInt as an unsigned
integer.\n * All higher bits are discarded.\n * @param bits The number of low
bits to use\n * @param int The BigInt whose bits to extract\n */\n
asUintN(bits: number, int: bigint): bigint;\n\n\ndeclare var BigInt:
BigIntConstructor;\n\n\n/**\n * A typed array of 64-bit signed integer values. The
contents are initialized to 0. If the\n * requested number of bytes could not be
allocated, an exception is raised.\n */\n\ninterface BigInt64Array {\n /** The size in
bytes of each element in the array. */\n readonly BYTES_PER_ELEMENT:
number;\n\n /** The ArrayBuffer instance referenced by the array. */\n readonly
buffer: ArrayBufferLike;\n\n /** The length in bytes of the array. */\n readonly
byteLength: number;\n\n /** The offset in bytes of the array. */\n readonly
byteOffset: number;\n\n /**\n * Returns the this object after copying a section
of the array identified by start and end\n * to the same array starting at position
target\n * @param target If target is negative, it is treated as length+target where
length is the\n * length of the array.\n * @param start If start is negative, it
is treated as length+start. If end is negative, it\n * is treated as
length+end.\n * @param end If not specified, length of the this object is used as
its default value.\n */\n copyWithin(target: number, start: number, end?:

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number): this;\n\n    /** Yields index, value pairs for every entry in the array.
*/\n    entries(): IterableIterator<number, bigint>;\n\n    /**\n     * Determines whether all the members of an array satisfy the specified test.\n     * @param predicate A function that accepts up to three arguments. The every method calls\n     * the predicate function for each element in the array until the predicate returns false,\n     * or until the end of the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    every(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n     * Changes all array elements from `start` to `end` index to a static `value` and returns the modified array\n     * @param value value to fill array section with\n     * @param start index to start filling the array at. If start is negative, it is treated as\n     * length+start where length is the length of the array.\n     * @param end index to stop filling the array at. If end is negative, it is treated as\n     * length+end.\n     */\n    fill(value: bigint, start?: number, end?: number): this;\n\n    /**\n     * Returns the elements of an array that meet the condition specified in a callback function.\n     * @param predicate A function that accepts up to three arguments. The filter method calls\n     * the predicate function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the predicate function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    filter(predicate: (value: bigint, index: number, array: BigInt64Array) => any, thisArg?: any): BigInt64Array;\n\n    /**\n     * Returns the value of the first element in the array where predicate is true, and undefined\n     * otherwise.\n     * @param predicate find calls predicate once for each element of the array, in ascending\n     * order, until it finds one where predicate returns true. If such an element is found, find\n     * immediately returns that element value. Otherwise, find returns undefined.\n     * @param thisArg If provided, it will be used as the this value for each invocation of\n     * predicate. If it is not provided, undefined is used instead.\n     */\n    find(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): bigint | undefined;\n\n    /**\n     * Returns the index of the first element in the array where predicate is true, and -1\n     * otherwise.\n     * @param predicate find calls predicate once for each element of the array, in ascending\n     * order, until it finds one where predicate returns true. If such an element is found,\n     * findIndex immediately returns that element index. Otherwise, findIndex returns -1.\n     * @param thisArg If provided, it will be used as the this value for each invocation of\n     * predicate. If it is not provided, undefined is used instead.\n     */\n    findIndex(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean, thisArg?: any): number;\n\n    /**\n     * Performs the specified action for each element in an array.\n     * @param callbackfn A function that accepts up to three arguments. forEach calls the\n     * callbackfn function one time for each element in the array.\n     * @param thisArg An object to which the this keyword can refer in the callbackfn function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    forEach(callbackfn: (value: bigint, index: number, array: BigInt64Array) => void, thisArg?: any): void;\n\n    /**\n     * Determines whether an array includes a certain element, returning true or false as appropriate.\n     * @param searchElement The element to search for.\n     * @param fromIndex The position in this array at which to begin searching for searchElement.\n     */\n    includes(searchElement: bigint, fromIndex?: number): boolean;\n\n    /**\n     * Returns the index of the first occurrence of a value in an array.\n     * @param searchElement The value to locate in the array.\n     * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    indexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /**\n     * Adds all the elements of an array separated by the specified separator string.\n     * @param separator A string used to separate one element of an array from the next in the\n     * resulting String. If omitted, the array elements are separated with a comma.\n     */\n    join(separator?: string): string;\n\n    /** Yields each index in the array.
*/\n    keys(): IterableIterator<number>;\n\n    /**\n     * Returns the index of the last occurrence of a value in an array.\n     * @param searchElement The value to locate in the array.\n     * @param fromIndex The array index at which to begin the search. If fromIndex is omitted, the\n     * search starts at index 0.\n     */\n    lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n    /** The length of

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the array. */\n    readonly length: number;\n\n    /**\n     * Calls a defined callback
function on each element of an array, and returns an array that\n     * contains the
results.\n     * @param callbackfn A function that accepts up to three arguments. The
map method calls the\n     * callbackfn function one time for each element in the
array.\n     * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n     * If thisArg is omitted, undefined is used as the this
value.\n     */\n    map(callbackfn: (value: bigint, index: number, array:
BigInt64Array) => bigint, thisArg?: any): BigInt64Array;\n\n    /**\n     * Calls the
specified callback function for all the elements in an array. The return value of\n
* the callback function is the accumulated result, and is provided as an argument in the
next\n     * call to the callback function.\n     * @param callbackfn A function that
accepts up to four arguments. The reduce method calls the\n     * callbackfn function
one time for each element in the array.\n     * @param initialValue If initialValue is
specified, it is used as the initial value to start\n     * the accumulation. The first
call to the callbackfn function provides this value as an argument\n     * instead of an
array value.\n     */\n    reduce(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n    /**\n
* Calls the specified callback function for all the elements in an array. The return
value of\n     * the callback function is the accumulated result, and is provided as an
argument in the next\n     * call to the callback function.\n     * @param callbackfn A
function that accepts up to four arguments. The reduce method calls the\n     *
callbackfn function one time for each element in the array.\n     * @param initialValue
If initialValue is specified, it is used as the initial value to start\n     * the
accumulation. The first call to the callbackfn function provides this value as an
argument\n     * instead of an array value.\n     */\n    reduce<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) =>
U, initialValue: U): U;\n\n    /**\n     * Calls the specified callback function for all
the elements in an array, in descending order.\n     * The return value of the callback
function is the accumulated result, and is provided as an\n     * argument in the next
call to the callback function.\n     * @param callbackfn A function that accepts up to
four arguments. The reduceRight method calls\n     * the callbackfn function one time
for each element in the array.\n     * @param initialValue If initialValue is specified,
it is used as the initial value to start\n     * the accumulation. The first call to the
callbackfn function provides this value as an\n     * argument instead of an array
value.\n     */\n    reduceRight(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;\n\n    /**\n
* Calls the specified callback function for all the elements in an array, in descending
order.\n     * The return value of the callback function is the accumulated result, and
is provided as an\n     * argument in the next call to the callback function.\n     *
@param callbackfn A function that accepts up to four arguments. The reduceRight method
calls\n     * the callbackfn function one time for each element in the array.\n     *
@param initialValue If initialValue is specified, it is used as the initial value to
start\n     * the accumulation. The first call to the callbackfn function provides this
value as an argument\n     * instead of an array value.\n     */\n    reduceRight<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex:
number, array: BigInt64Array) => U, initialValue: U): U;\n\n    /** Reverses the
elements in the array. */\n    reverse(): this;\n\n    /**\n     * Sets a value or an
array of values.\n     * @param array A typed or untyped array of values to set.\n     *
@param offset The index in the current array at which the values are to be
written.\n     */\n    set(array: ArrayLike<bigint>, offset?: number): void;\n\n    /
**\n     * Returns a section of an array.\n     * @param start The beginning of the
specified portion of the array.\n     * @param end The end of the specified portion of
the array.\n     */\n    slice(start?: number, end?: number): BigInt64Array;\n\n    /
**\n     * Determines whether the specified callback function returns true for any
element of an array.\n     * @param predicate A function that accepts up to three
arguments. The some method calls the\n     * predicate function for each element in the
array until the predicate returns true, or until\n     * the end of the array.\n     *
@param thisArg An object to which the this keyword can refer in the predicate
function.\n     * If thisArg is omitted, undefined is used as the this value.\n     */\n    some(predicate: (value: bigint, index: number, array: BigInt64Array) => boolean,
thisArg?: any): boolean;\n\n    /**\n     * Sorts the array.\n     * @param compareFn
The function used to determine the order of the elements. If omitted, the elements are

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sorted in ascending order.\n        * \n        sort(compareFn?: (a: bigint, b: bigint) =>
number | bigint): this;\n\n        /**\n        * Gets a new BigInt64Array view of the
ArrayBuffer store for this array, referencing the elements\n        * at begin, inclusive,
up to end, exclusive.\n        * @param begin The index of the beginning of the
array.\n        * @param end The index of the end of the array.\n        */\n
subarray(begin?: number, end?: number): BigInt64Array;\n\n        /** Converts the array to a
string by using the current locale. */\n        toLocaleString(): string;\n\n        /**
Returns a string representation of the array. */\n        toString(): string;\n\n        /**
Returns the primitive value of the specified object. */\n        valueOf():
BigInt64Array;\n\n        /** Yields each value in the array. */\n        values():
IterableIterator<bigint>;\n\n        [Symbol.iterator](): IterableIterator<bigint>;\n\n
readonly [Symbol.toStringTag]: "BigInt64Array";\n\n        [index: number]: bigint;\n}
\n\ninterface BigInt64ArrayConstructor {\n        readonly prototype: BigInt64Array;\n
new(length?: number): BigInt64Array;\n        new(array: Iterable<bigint>):
BigInt64Array;\n        new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigInt64Array;\n\n        /** The size in bytes of each element in the array. */\n
readonly BYTES_PER_ELEMENT: number;\n\n        /**\n        * Returns a new array from a set of
elements.\n        * @param items A set of elements to include in the new array
object.\n        */\n        of(...items: bigint[]): BigInt64Array;\n\n        /**\n        * Creates
an array from an array-like or iterable object.\n        * @param arrayLike An array-like
or iterable object to convert to an array.\n        * @param mapfn A mapping function to
call on every element of the array.\n        * @param thisArg Value of 'this' used to
invoke the mapfn.\n        */\n        from(arrayLike: ArrayLike<bigint>): BigInt64Array;\n
from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any):
BigInt64Array;\n}\n\ninterface var BigInt64Array: BigInt64ArrayConstructor;\n\n/**\n * A
typed array of 64-bit unsigned integer values. The contents are initialized to 0. If
the\n * requested number of bytes could not be allocated, an exception is raised.\n */
\ninterface BigUint64Array {\n        /** The size in bytes of each element in the array.
*/\n        readonly BYTES_PER_ELEMENT: number;\n\n        /** The ArrayBuffer instance
referenced by the array. */\n        readonly buffer: ArrayBufferLike;\n\n        /** The length
in bytes of the array. */\n        readonly byteLength: number;\n\n        /** The offset in
bytes of the array. */\n        readonly byteOffset: number;\n\n        /**\n        * Returns the
this object after copying a section of the array identified by start and end\n        * to
the same array starting at position target\n        * @param target If target is negative,
it is treated as length+target where length is the\n        * length of the array.\n        *
@param start If start is negative, it is treated as length+start. If end is negative,
it\n        * is treated as length+end.\n        * @param end If not specified, length of the
this object is used as its default value.\n        */\n        copyWithin(target: number,
start: number, end?: number): this;\n\n        /** Yields index, value pairs for every entry
in the array. */\n        entries(): IterableIterator<[number, bigint]>;\n\n        /**\n        *
Determines whether all the members of an array satisfy the specified test.\n        *
@param predicate A function that accepts up to three arguments. The every method
calls\n        * the predicate function for each element in the array until the predicate
returns false,\n        * or until the end of the array.\n        * @param thisArg An object
to which the this keyword can refer in the predicate function.\n        * If thisArg is
omitted, undefined is used as the this value.\n        */\n        every(predicate: (value:
bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any):
boolean;\n\n        /**\n        * Changes all array elements from `start` to `end` index to a
static `value` and returns the modified array\n        * @param value value to fill array
section with\n        * @param start index to start filling the array at. If start is
negative, it is treated as\n        * length+start where length is the length of the
array.\n        * @param end index to stop filling the array at. If end is negative, it is
treated as\n        * length+end.\n        */\n        fill(value: bigint, start?: number, end?:
number): this;\n\n        /**\n        * Returns the elements of an array that meet the
condition specified in a callback function.\n        * @param predicate A function that
accepts up to three arguments. The filter method calls\n        * the predicate function
one time for each element in the array.\n        * @param thisArg An object to which the
this keyword can refer in the predicate function.\n        * If thisArg is omitted,
undefined is used as the this value.\n        */\n        filter(predicate: (value: bigint,
index: number, array: BigUint64Array) => any, thisArg?: any): BigUint64Array;\n\n        /
**\n        * Returns the value of the first element in the array where predicate is true,
and undefined\n        * otherwise.\n        * @param predicate find calls predicate once for

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each element of the array, in ascending\n      * order, until it finds one where
predicate returns true. If such an element is found, find\n      * immediately returns
that element value. Otherwise, find returns undefined.\n      * @param thisArg If
provided, it will be used as the this value for each invocation of\n      * predicate. If
it is not provided, undefined is used instead.\n      */\n      find(predicate: (value:
bigint, index: number, array: BigUint64Array) => boolean, thisArg?: any): bigint |
undefined;\n\n      /**\n      * Returns the index of the first element in the array where
predicate is true, and -1\n      * otherwise.\n      * @param predicate find calls
predicate once for each element of the array, in ascending\n      * order, until it finds
one where predicate returns true. If such an element is found,\n      * findIndex
immediately returns that element index. Otherwise, findIndex returns -1.\n      * @param
thisArg If provided, it will be used as the this value for each invocation of\n      *
predicate. If it is not provided, undefined is used instead.\n      */\n      findIndex(predicate: (value: bigint, index: number, array: BigUint64Array) => boolean,
thisArg?: any): number;\n\n      /**\n      * Performs the specified action for each
element in an array.\n      * @param callbackfn A function that accepts up to three
arguments. forEach calls the\n      * callbackfn function one time for each element in
the array.\n      * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n      * If thisArg is omitted, undefined is used as the this
value.\n      */\n      forEach(callbackfn: (value: bigint, index: number, array:
BigUint64Array) => void, thisArg?: any): void;\n\n      /**\n      * Determines whether an
array includes a certain element, returning true or false as appropriate.\n      * @param
searchElement The element to search for.\n      * @param fromIndex The position in this
array at which to begin searching for searchElement.\n      */\n      includes(searchElement: bigint, fromIndex?: number): boolean;\n\n      /**\n      * Returns
the index of the first occurrence of a value in an array.\n      * @param searchElement
The value to locate in the array.\n      * @param fromIndex The array index at which to
begin the search. If fromIndex is omitted, the\n      * search starts at index 0.\n      */\n      indexOf(searchElement: bigint, fromIndex?: number): number;\n\n      /**\n      *
Adds all the elements of an array separated by the specified separator string.\n      *
@param separator A string used to separate one element of an array from the next in
the\n      * resulting String. If omitted, the array elements are separated with a
comma.\n      */\n      join(separator?: string): string;\n\n      /** Yields each index in
the array. */\n      keys(): IterableIterator<number>;\n\n      /**\n      * Returns the
index of the last occurrence of a value in an array.\n      * @param searchElement The
value to locate in the array.\n      * @param fromIndex The array index at which to begin
the search. If fromIndex is omitted, the\n      * search starts at index 0.\n      */\n      lastIndexOf(searchElement: bigint, fromIndex?: number): number;\n\n      /** The length of
the array. */\n      readonly length: number;\n\n      /**\n      * Calls a defined callback
function on each element of an array, and returns an array that\n      * contains the
results.\n      * @param callbackfn A function that accepts up to three arguments. The
map method calls the\n      * callbackfn function one time for each element in the
array.\n      * @param thisArg An object to which the this keyword can refer in the
callbackfn function.\n      * If thisArg is omitted, undefined is used as the this
value.\n      */\n      map(callbackfn: (value: bigint, index: number, array:
BigUint64Array) => bigint, thisArg?: any): BigUint64Array;\n\n      /**\n      * Calls the
specified callback function for all the elements in an array. The return value of\n
* the callback function is the accumulated result, and is provided as an argument in the
next\n      * call to the callback function.\n      * @param callbackfn A function that
accepts up to four arguments. The reduce method calls the\n      * callbackfn function
one time for each element in the array.\n      * @param initialValue If initialValue is
specified, it is used as the initial value to start\n      * the accumulation. The first
call to the callbackfn function provides this value as an argument\n      * instead of an
array value.\n      */\n      reduce(callbackfn: (previousValue: bigint, currentValue:
bigint, currentIndex: number, array: BigUint64Array) => bigint): bigint;\n\n      /
**\n      * Calls the specified callback function for all the elements in an array. The
return value of\n      * the callback function is the accumulated result, and is provided
as an argument in the next\n      * call to the callback function.\n      * @param
callbackfn A function that accepts up to four arguments. The reduce method calls
the\n      * callbackfn function one time for each element in the array.\n      * @param
initialValue If initialValue is specified, it is used as the initial value to
start\n      * the accumulation. The first call to the callbackfn function provides this

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value as an argument\n      * instead of an array value.\n      */\n
reduce<U>(callbackfn: (previousValue: U, currentValue: bigint, currentIndex: number,
array: BigUint64Array) => U, initialValue: U): U;\n\n    /**\n      * Calls the specified
callback function for all the elements in an array, in descending order.\n      * The
return value of the callback function is the accumulated result, and is provided as
an\n      * argument in the next call to the callback function.\n      * @param callbackfn
A function that accepts up to four arguments. The reduceRight method calls\n      * the
callbackfn function one time for each element in the array.\n      * @param initialValue
If initialValue is specified, it is used as the initial value to start\n      * the
accumulation. The first call to the callbackfn function provides this value as an\n
* argument instead of an array value.\n      */\n
reduceRight(callbackfn:
(previousValue: bigint, currentValue: bigint, currentIndex: number, array:
BigUint64Array) => bigint): bigint;\n\n    /**\n      * Calls the specified callback
function for all the elements in an array, in descending order.\n      * The return value
of the callback function is the accumulated result, and is provided as an\n      *
argument in the next call to the callback function.\n      * @param callbackfn A function
that accepts up to four arguments. The reduceRight method calls\n      * the callbackfn
function one time for each element in the array.\n      * @param initialValue If
initialValue is specified, it is used as the initial value to start\n      * the
accumulation. The first call to the callbackfn function provides this value as an
argument\n      * instead of an array value.\n      */\n
reduceRight<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array: BigUint64Array) =>
U, initialValue: U): U;\n\n    /**\n      * Reverses the elements in the array. */\n
reverse(): this;\n\n    /**\n      * Sets a value or an array of values.\n      * @param
array A typed or untyped array of values to set.\n      * @param offset The index in the
current array at which the values are to be written.\n      */\n
set(array:
ArrayLike<bigint>, offset?: number): void;\n\n    /**\n      * Returns a section of an
array.\n      * @param start The beginning of the specified portion of the array.\n      *
@param end The end of the specified portion of the array.\n      */\n
slice(start?:
number, end?: number): BigUint64Array;\n\n    /**\n      * Determines whether the
specified callback function returns true for any element of an array.\n      * @param
predicate A function that accepts up to three arguments. The some method calls the\n
* predicate function for each element in the array until the predicate returns true, or
until\n      * the end of the array.\n      * @param thisArg An object to which the this
keyword can refer in the predicate function.\n      * If thisArg is omitted, undefined is
used as the this value.\n      */\n
some(predicate: (value: bigint, index: number,
array: BigUint64Array) => boolean, thisArg?: any): boolean;\n\n    /**\n      * Sorts the
array.\n      * @param compareFn The function used to determine the order of the
elements. If omitted, the elements are sorted in ascending order.\n      */\n
sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;\n\n    /**\n      *
Gets a new BigUint64Array view of the ArrayBuffer store for this array, referencing the
elements\n      * at begin, inclusive, up to end, exclusive.\n      * @param begin The
index of the beginning of the array.\n      * @param end The index of the end of the
array.\n      */\n
subarray(begin?: number, end?: number): BigUint64Array;\n\n    /**
Converts the array to a string by using the current locale. */\n
toLocaleString():
string;\n\n    /** Returns a string representation of the array. */\n
toString():
string;\n\n    /** Returns the primitive value of the specified object. */\n
valueOf(): BigUint64Array;\n\n    /** Yields each value in the array. */\n
values():
IterableIterator<bigint>;\n\n    [Symbol.iterator]() : IterableIterator<bigint>;\n\n
readonly [Symbol.toStringTag]: "BigUint64Array";\n\n    [index: number]: bigint;\n}

interface BigUint64ArrayConstructor {\n    readonly prototype: BigUint64Array;\n
new(length?: number): BigUint64Array;\n    new(array: Iterable<bigint>):
BigUint64Array;\n    new(buffer: ArrayBufferLike, byteOffset?: number, length?: number):
BigUint64Array;\n\n    /** The size in bytes of each element in the array. */\n
readonly BYTES_PER_ELEMENT: number;\n\n    /**\n      * Returns a new array from a set of
elements.\n      * @param items A set of elements to include in the new array
object.\n      */\n
of(...items: bigint[]): BigUint64Array;\n\n    /**\n      * Creates
an array from an array-like or iterable object.\n      * @param arrayLike An array-like
or iterable object to convert to an array.\n      * @param mapfn A mapping function to
call on every element of the array.\n      * @param thisArg Value of 'this' used to
invoke the mapfn.\n      */\n
from(arrayLike: ArrayLike<bigint>): BigUint64Array;\n
from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint, thisArg?: any):

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BigUint64Array;\n\nndeclare var BigUint64Array:
BigUint64ArrayConstructor;\n\ninterface DataView {\n    /**\n     * Gets the BigInt64
value at the specified byte offset from the start of the view. There is\n     * no
alignment constraint; multi-byte values may be fetched from any offset.\n     * @param
byteOffset The place in the buffer at which the value should be retrieved.\n     */\n
getBigInt64(byteOffset: number, littleEndian?: boolean): bigint;\n\n    /**\n     * Gets
the BigUint64 value at the specified byte offset from the start of the view. There
is\n     * no alignment constraint; multi-byte values may be fetched from any
offset.\n     * @param byteOffset The place in the buffer at which the value should be
retrieved.\n     */\n
getBigUint64(byteOffset: number, littleEndian?: boolean):
bigint;\n\n    /**\n     * Stores a BigInt64 value at the specified byte offset from the
start of the view.\n     * @param byteOffset The place in the buffer at which the value
should be set.\n     * @param value The value to set.\n     * @param littleEndian If
false or undefined, a big-endian value should be written,\n     * otherwise a little-
endian value should be written.\n     */\n
setBigInt64(byteOffset: number, value:
bigint, littleEndian?: boolean): void;\n\n    /**\n     * Stores a BigUint64 value at
the specified byte offset from the start of the view.\n     * @param byteOffset The
place in the buffer at which the value should be set.\n     * @param value The value to
set.\n     * @param littleEndian If false or undefined, a big-endian value should be
written,\n     * otherwise a little-endian value should be written.\n     */\n
setBigUint64(byteOffset: number, value: bigint, littleEndian?: boolean): void;\n}
\n\nnamespace Intl{\n    interface NumberFormat {\n        format(value: number
| bigint): string;\n        resolvedOptions(): ResolvedNumberFormatOptions;\n    }\n}\n';
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PURPOSE,\n\nMERCHANTABILITY OR NON-INFRINGEMENT.\n\n\nSee the Apache Version 2.0 License for
specific language governing permissions\n\nand limitations under the
License.\n\n*****
*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\ninterface Int8ArrayConstructor
{\n    new (): Int8Array;\n}\n\n\ninterface Uint8ArrayConstructor {\n    new ():
Uint8Array;\n}\n\n\ninterface Uint8ClampedArrayConstructor {\n    new ():
Uint8ClampedArray;\n}\n\n\ninterface Int16ArrayConstructor {\n    new (): Int16Array;\n}
\n\n\ninterface Uint16ArrayConstructor {\n    new (): Uint16Array;\n}\n\n\ninterface
Int32ArrayConstructor {\n    new (): Int32Array;\n}\n\n\ninterface Uint32ArrayConstructor
{\n    new (): Uint32Array;\n}\n\n\ninterface Float32ArrayConstructor {\n    new ():
Float32Array;\n}\n\n\ninterface Float64ArrayConstructor {\n    new (): Float64Array;\n}\n}\n';
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specific language governing permissions\n\nand limitations under the
License.\n\n*****
*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\n\ninterface Map<K, V> {\n
clear(): void;\n    delete(key: K): boolean;\n    forEach(callbackfn: (value: V, key: K,
map: Map<K, V>) => void, thisArg?: any): void;\n    get(key: K): V | undefined;\n    has(key: K): boolean;\n    set(key: K, value: V): this;\n    readonly size: number;\n}\n\n\ninterface MapConstructor {\n    new(): Map<any, any>;\n    new<K, V>(entries?:
readonly (readonly [K, V])[] | null): Map<K, V>;\n    readonly prototype: Map<any,
any>;\n}\n\n\ninterface MapConstructor;\n\n\ninterface ReadonlyMap<K, V> {\n
forEach(callbackfn: (value: V, key: K, map: ReadonlyMap<K, V>) => void, thisArg?: any):
void;\n    get(key: K): V | undefined;\n    has(key: K): boolean;\n    readonly size:
number;\n}\n\n\ninterface WeakMap<K extends object, V> {\n    delete(key: K):
boolean;\n    get(key: K): V | undefined;\n    has(key: K): boolean;\n    set(key: K,
value: V): this;\n}\n\n\ninterface WeakMapConstructor {\n    new <K extends object =
object, V = any>(entries?: readonly [K, V][] | null): WeakMap<K, V>;\n    readonly
```



```

prototype: WeakMap<object, any>;\n\nndeclare var WeakMap:
WeakMapConstructor;\n\ninterface Set<T> {\n    add(value: T): this;\n    clear():
void;\n    delete(value: T): boolean;\n    forEach(callbackfn: (value: T, value2: T,
set: Set<T>) => void, thisArg?: any): void;\n    has(value: T): boolean;\n    readonly
size: number;\n}\n\ninterface SetConstructor {\n    new <T = any>(values?: readonly T[]
| null): Set<T>;\n    readonly prototype: Set<any>;\n}\n\nndeclare var Set:
SetConstructor;\n\ninterface ReadonlySet<T> {\n    forEach(callbackfn: (value: T,
value2: T, set: ReadonlySet<T>) => void, thisArg?: any): void;\n    has(value: T):
boolean;\n    readonly size: number;\n}\n\ninterface WeakSet<T extends object> {\n
add(value: T): this;\n    delete(value: T): boolean;\n    has(value: T): boolean;\n}
\n\ninterface WeakSetConstructor {\n    new <T extends object = object>(values?:
readonly T[] | null): WeakSet<T>;\n    readonly prototype: WeakSet<object>;\n}\n\nndeclare
var WeakSet: WeakSetConstructor;\n';
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License.\n*****
*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface ObjectConstructor
{\n    /**\n        * Returns an array of values of the enumerable properties of an
object\n        * @param o Object that contains the properties and methods. This can be an
object that you created or an existing Document Object Model (DOM) object.\n        */\n
values<T>(o: { [s: string]: T } | ArrayLike<T>): T[];\n\n    /**\n        * Returns an
array of values of the enumerable properties of an object\n        * @param o Object that
contains the properties and methods. This can be an object that you created or an
existing Document Object Model (DOM) object.\n        */\n    values(o: {}): any[];\n\n    /
**\n        * Returns an array of key/values of the enumerable properties of an
object\n        * @param o Object that contains the properties and methods. This can be an
object that you created or an existing Document Object Model (DOM) object.\n        */\n
entries<T>(o: { [s: string]: T } | ArrayLike<T>): [string, T][];\n\n    /**\n        *
Returns an array of key/values of the enumerable properties of an object\n        * @param
o Object that contains the properties and methods. This can be an object that you
created or an existing Document Object Model (DOM) object.\n        */\n    entries(o: {}):
[string, any][];\n\n    /**\n        * Returns an object containing all own property
descriptors of an object\n        * @param o Object that contains the properties and
methods. This can be an object that you created or an existing Document Object Model
(DOM) object.\n        */\n    getOwnPropertyDescriptors<T>(o: T): {[P in keyof T]:
TypedPropertyDescriptor<T[P]>} & { [x: string]: PropertyDescriptor };\n}\n\n';
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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\ninterface PromiseConstructor
{\n    /**\n        * A reference to the prototype.\n        */\n    readonly prototype:
Promise<any>;\n\n    /**\n        * Creates a new Promise.\n        * @param executor A
callback used to initialize the promise. This callback is passed two arguments:\n        *
a resolve callback used to resolve the promise with a value or the result of another
promise,\n        * and a reject callback used to reject the promise with a provided reason
or error.\n        */\n    new <T>(executor: (resolve: (value: T | PromiseLike<T>) => void,
reject: (reason?: any) => void) => void): Promise<T>;\n\n    /**\n        * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n        * resolve, or rejected when any Promise is rejected.\n        * @param
values An array of Promises.\n        * @returns A new Promise.\n        */\n    all<T1, T2,

```

```
T3, T4, T5, T6, T7, T8, T9, T10>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>, T10 |
PromiseLike<T10>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9, T10]>;\n\n /**\n
 * Creates a Promise that is resolved with an array of results when all of the provided
Promises\n      * resolve, or rejected when any Promise is rejected.\n      * @param
values An array of Promises.\n      * @returns A new Promise.\n      */\n  all<T1, T2,
T3, T4, T5, T6, T7, T8, T9>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 |
PromiseLike<T6>, T7 | PromiseLike<T7>, T8 | PromiseLike<T8>, T9 | PromiseLike<T9>]):
Promise<[T1, T2, T3, T4, T5, T6, T7, T8, T9]>;\n\n /**\n      * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n      * resolve,
or rejected when any Promise is rejected.\n      * @param values An array of
Promises.\n      * @returns A new Promise.\n      */\n  all<T1, T2, T3, T4, T5, T6, T7,
T8>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>,
T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 | PromiseLike<T7>,
T8 | PromiseLike<T8>]): Promise<[T1, T2, T3, T4, T5, T6, T7, T8]>;\n\n /**\n      *
Creates a Promise that is resolved with an array of results when all of the provided
Promises\n      * resolve, or rejected when any Promise is rejected.\n      * @param
values An array of Promises.\n      * @returns A new Promise.\n      */\n  all<T1, T2,
T3, T4, T5, T6, T7>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>, T7 |
PromiseLike<T7>]): Promise<[T1, T2, T3, T4, T5, T6, T7]>;\n\n /**\n      * Creates a
Promise that is resolved with an array of results when all of the provided
Promises\n      * resolve, or rejected when any Promise is rejected.\n      * @param
values An array of Promises.\n      * @returns A new Promise.\n      */\n  all<T1, T2,
T3, T4, T5, T6>(values: readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 |
PromiseLike<T3>, T4 | PromiseLike<T4>, T5 | PromiseLike<T5>, T6 | PromiseLike<T6>]):
Promise<[T1, T2, T3, T4, T5, T6]>;\n\n /**\n      * Creates a Promise that is resolved
with an array of results when all of the provided Promises\n      * resolve, or rejected
when any Promise is rejected.\n      * @param values An array of Promises.\n      *
@returns A new Promise.\n      */\n  all<T1, T2, T3, T4, T5>(values: readonly [T1 |
PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 | PromiseLike<T4>, T5 |
PromiseLike<T5>]): Promise<[T1, T2, T3, T4, T5]>;\n\n /**\n      * Creates a Promise
that is resolved with an array of results when all of the provided Promises\n      *
resolve, or rejected when any Promise is rejected.\n      * @param values An array of
Promises.\n      * @returns A new Promise.\n      */\n  all<T1, T2, T3, T4>(values:
readonly [T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>, T4 |
PromiseLike<T4>]): Promise<[T1, T2, T3, T4]>;\n\n /**\n      * Creates a Promise that
is resolved with an array of results when all of the provided Promises\n      * resolve,
or rejected when any Promise is rejected.\n      * @param values An array of
Promises.\n      * @returns A new Promise.\n      */\n  all<T1, T2, T3>(values: readonly
[T1 | PromiseLike<T1>, T2 | PromiseLike<T2>, T3 | PromiseLike<T3>]): Promise<[T1, T2,
T3]>;\n\n /**\n      * Creates a Promise that is resolved with an array of results
when all of the provided Promises\n      * resolve, or rejected when any Promise is
rejected.\n      * @param values An array of Promises.\n      * @returns A new
Promise.\n      */\n  all<T1, T2>(values: readonly [T1 | PromiseLike<T1>, T2 |
PromiseLike<T2>]): Promise<[T1, T2]>;\n\n /**\n      * Creates a Promise that is
resolved with an array of results when all of the provided Promises\n      * resolve, or
rejected when any Promise is rejected.\n      * @param values An array of Promises.\n
      * @returns A new Promise.\n      */\n  all<T>(values: readonly (T | PromiseLike<T>)[
]): Promise<T[]>;\n\n // see: lib.es2015.iterable.d.ts\n // all<T>(values: Iterable<T
| PromiseLike<T>>): Promise<T[]>;\n\n /**\n      * Creates a Promise that is resolved
or rejected when any of the provided Promises are resolved\n      * or rejected.\n      *
@param values An array of Promises.\n      * @returns A new Promise.\n      */\n  race<T>(values:
readonly T[]): Promise<T extends PromiseLike<infer U> ? U :
T>;\n\n // see: lib.es2015.iterable.d.ts\n // race<T>(values: Iterable<T>):
Promise<T extends PromiseLike<infer U> ? U : T>;\n\n /**\n      * Creates a new
rejected promise for the provided reason.\n      * @param reason The reason the promise
was rejected.\n      * @returns A new rejected Promise.\n      */\n  reject<T =
never>(reason?: any): Promise<T>;\n\n /**\n      * Creates a new resolved
promise.\n      * @returns A resolved promise.\n      */\n  resolve():
```



```
Promise<void>;\n\n    /**\n     * Creates a new resolved promise for the provided
value.\n     * @param value A promise.\n     * @returns A promise whose internal state
matches the provided promise.\n     */\n    resolve<T>(value: T | PromiseLike<T>):
Promise<T>;\n\n\ndeclare var Promise: PromiseConstructor;\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface
PromiseFulfilledResult<T> {\n    status: "fulfilled";\n    value: T;\n}\n\ninterface
PromiseRejectedResult {\n    status: "rejected";\n    reason: any;\n}\n\nntype
PromiseSettledResult<T> = PromiseFulfilledResult<T> |
PromiseRejectedResult;\n\ninterface PromiseConstructor {\n    /**\n     * Creates a
Promise that is resolved with an array of results when all\n     * of the provided
Promises resolve or reject.\n     * @param values An array of Promises.\n     * @returns
A new Promise.\n     */\n    allSettled<T extends readonly unknown[] | readonly
[unknown]>(values: T):\n        Promise<{-readonly [P in keyof T]:
Promise<{-readonly [P in keyof T]:
PromiseSettledResult<T[P]> extends PromiseLike<infer U> ? U : T[P]>} >;\n\n    /**\n     *
Creates a Promise that is resolved with an array of results when all\n     * of the
provided Promises resolve or reject.\n     * @param values An array of Promises.\n     *
@returns A new Promise.\n     */\n    allSettled<T>(values: Iterable<T>):
Promise<PromiseSettledResult<T extends PromiseLike<infer U> ? U : T>[]>;\n}\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface ProxyHandler<T extends
object> {\n    apply?(target: T, thisArg: any, argArray: any[]): any;\n    construct?
(target: T, argArray: any[], newTarget: Function): object;\n    defineProperty?(target:
T, p: string | symbol, attributes: PropertyDescriptor): boolean;\n    deleteProperty?
(target: T, p: string | symbol): boolean;\n    get?(target: T, p: string | symbol,
receiver: any): any;\n    getOwnPropertyDescriptor?(target: T, p: string | symbol):
PropertyDescriptor | undefined;\n    getPrototypeOf?(target: T): object | null;\n    has?
(target: T, p: string | symbol): boolean;\n    isExtensible?(target: T): boolean;\n    ownKeys?(target: T): ArrayLike<string | symbol>;\n    preventExtensions?(target: T):
boolean;\n    set?(target: T, p: string | symbol, value: any, receiver: any):
boolean;\n    setPrototypeOf?(target: T, v: object | null): boolean;\n}\n\n\ninterface
ProxyConstructor {\n    revocable<T extends object>(target: T, handler:
ProxyHandler<T>): { proxy: T; revoke: () => void; };\n    new <T extends object>(target:
T, handler: ProxyHandler<T>): T;\n}\n\ndeclare var Proxy: ProxyConstructor;\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\n\ninterface RegExpMatchArray {\n
groups?: {\n    [key: string]: string\n    }\n}\n\ninterface RegExpExecArray {\n
groups?: {\n    [key: string]: string\n    }\n}\n\ninterface RegExp {\n    /**\n
```

```
* Returns a Boolean value indicating the state of the dotAll flag (s) used with a
regular expression.\n      * Default is false. Read-only.\n      */\n    readonly dotAll:
boolean;\n}';
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*/\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface String {\n    /**
Removes the trailing white space and line terminator characters from a string. */\n
trimEnd(): string;\n\n    /** Removes the leading white space and line terminator
characters from a string. */\n
trimStart(): string;\n\n    /** Removes the leading
white space and line terminator characters from a string. */\n
trimLeft():
string;\n\n    /** Removes the trailing white space and line terminator characters from
a string. */\n
trimRight(): string;\n}\n';
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*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface String {\n    /**\n
* Replace all instances of a substring in a string, using a regular expression or search
string.\n
    * @param searchValue A string to search for.\n
    * @param replaceValue A
string containing the text to replace for every successful match of searchValue in this
string.\n
    */\n
    replaceAll(searchValue: string | RegExp, replaceValue: string):
string;\n\n    /**\n
    * Replace all instances of a substring in a string, using a
regular expression or search string.\n
    * @param searchValue A string to search
for.\n
    * @param replacer A function that returns the replacement text.\n
    */\n
    replaceAll(searchValue: string | RegExp, replacer: (substring: string, ...args: any[])
=> string): string;\n}\n';
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License.\n*****
*/\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface Symbol {\n    /**\n
* Expose the [[Description]] internal slot of a symbol directly.\n
    */\n
    readonly
description: string | undefined;\n}\n';
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*/\n\n\n\n\n/// <reference no-default-lib="true"/>\n\n\ninterface SymbolConstructor
{\n    /**\n
    * A reference to the prototype.\n
    */\n
    readonly prototype:
Symbol;\n\n    /**\n
    * Returns a new unique Symbol value.\n
    * @param
```

```

description Description of the new Symbol object.\n      */\n      (description?: string |
number): symbol;\n\n      /**\n      * Returns a Symbol object from the global symbol
registry matching the given key if found.\n      * Otherwise, returns a new symbol with
this key.\n      * @param key key to search for.\n      */\n      for(key: string):
symbol;\n\n      /**\n      * Returns a key from the global symbol registry matching the
given Symbol if found.\n      * Otherwise, returns a undefined.\n      * @param sym Symbol
to find the key for.\n      */\n      keyFor(sym: symbol): string | undefined;\n}
\n\ndeclare var Symbol: SymbolConstructor;';
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*/\n\n\n\n// <reference no-default-lib="true"/>\n\n\ntype FlatArray<Arr, Depth extends
number> = {\n      "done": Arr,\n      "recur": Arr extends ReadonlyArray<infer
InnerArr>\n          ? FlatArray<InnerArr, [-1, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12,
13, 14, 15, 16, 17, 18, 19, 20][Depth]>\n          : Arr\n    }[Depth extends -1 ? "done" :
"recur"];\n\n\ninterface ReadonlyArray<T> {\n\n      /**\n      * Calls a defined callback
function on each element of an array. Then, flattens the result into\n      * a new
array.\n      * This is identical to a map followed by flat with depth 1.\n      * \n      *
@param callback A function that accepts up to three arguments. The flatMap method calls
the\n      * callback function one time for each element in the array.\n      * @param
thisArg An object to which the this keyword can refer in the callback function. If\n
* thisArg is omitted, undefined is used as the this value.\n      */\n      flatMap<U, This
= undefined> (\n          callback: (this: This, value: T, index: number, array: T[]) => U
| ReadonlyArray<U>,\n          thisArg?: This\n      ): U[]\n\n\n      /**\n      * Returns a
new array with all sub-array elements concatenated into it recursively up to the\n      *
specified depth.\n      * \n      * @param depth The maximum recursion depth\n      */\n
flat<A, D extends number = 1>(\n          this: A,\n          depth?: D\n      ): FlatArray<A,
D>[]\n\n\ninterface Array<T> {\n\n      /**\n      * Calls a defined callback function
on each element of an array. Then, flattens the result into\n      * a new array.\n      *
This is identical to a map followed by flat with depth 1.\n      * \n      *
@param callback A function that accepts up to three arguments. The flatMap method calls
the\n      * callback function one time for each element in the array.\n      * @param
thisArg An object to which the this keyword can refer in the callback function. If\n
* thisArg is omitted, undefined is used as the this value.\n      */\n      flatMap<U, This
= undefined> (\n          callback: (this: This, value: T, index: number, array: T[]) => U
| ReadonlyArray<U>,\n          thisArg?: This\n      ): U[]\n\n\n      /**\n      * Returns a
new array with all sub-array elements concatenated into it recursively up to the\n      *
specified depth.\n      * \n      * @param depth The maximum recursion depth\n      */\n
flat<A, D extends number = 1>(\n          this: A,\n          depth?: D\n      ): FlatArray<A,
D>[]\n\n\n';

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