

Oracle PeopleSoft PeopleTools

Licensing Information User Manual for PeopleSoft PeopleTools 8.63



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Introduction

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PeopleSoft PeopleTools 8.63 Licensing

PeopleTools 8.63 Licensing Information

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<one line to give the program's name and a brief idea of what it does.>

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Version 3, 29 June 2007

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This is a bundle of X.509 certificates of public Certificate Authorities

(CA). These were automatically extracted from Mozilla's root certificates

file (certdata.txt). This file can be found in the mozilla source tree:

<https://hg.mozilla.org/mozilla-central/file/tip/security/nss/lib/ckfw/builtins/certdata.txt>

It contains the certificates in PEM format and therefore

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Just configure this file as the SSLCACertificateFile.#

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <https://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others. In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <https://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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1.3 thru 1.5.2	1.2 1995-1999	CNRI	yes	
1.6	1.5.2 2000	CNRI	no	
2.0	1.6 2000	BeOpen.com	no	
1.6.1	1.6 2001	CNRI	yes (2)	
2.1	2.0+1.6.1 2001	PSF	no	
2.0.1	2.0+1.6.1 2001	PSF	yes	
2.1.1	2.1+2.0.1 2001	PSF	yes	
2.1.2	2.1.1 2002	PSF	yes	
2.1.3	2.1.2 2002	PSF	yes	
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Source: <https://github.com/cbeust/testng>

wagon-http-lightweight (3.0.0)

License: Pending

Project: <https://maven.apache.org/wagon/>

Source: <https://mvnrepository.com/artifact/org.apache.maven.wagon/wagon-http-lightweight/3.0.0>

xz for java (1.8)

License: LicenseRef-Public-Domain

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----- Fourth-party information -----

== NAME OF DEPENDENCY 1

jakarta.xml.bind:jakarta.xml.bind-api

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Source Code

The project maintains the following source code repositories:

<https://github.com/eclipse-ee4j/jaxb-api>

<https://github.com/eclipse-ee4j/jaxb-tck>

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This project leverages the following third party content.

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License: BSD-3-Clause

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Source: <https://repository.ow2.org/nexus/#nexus-search;gav~org.ow2.asm~asm-commons~~~~kw,versionexpand>

JTHarness (5.0)

License: (GPL-2.0 OR GPL-2.0 WITH Classpath-exception-2.0)

Project: <https://wiki.openjdk.java.net/display/CodeTools/JT+Harness>

Source: <http://hg.openjdk.java.net/code-tools/jtharness/>

normalize.css (3.0.2)

License: MIT

SigTest (n/a)

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------(separator)-----

== NAME OF DEPENDENCY 2

com.sun.activation:jakarta.activation

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<https://github.com/eclipse-ee4j/jaf>

jCrop Fourth-Party Licenses

4th party dependencies distributed by PeopleSoft for jCrop:

Fourth party dependencies

http-server version 0.11.1

resize-observer-polyfill version 1.5.0

http-server version 0.11.1

Copyright (c) 2011 Charlie Robbins, Marak Squires, and the Contributors.

Licensed under MIT <https://github.com/indexzero/http-server/blob/master/LICENSE>

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[MIT License](#)

Dependencies of http-server (8)

colors version 1.0.3

corser version 2.0.0

ecstatic version 3.0.0

http-proxy version 1.8.1

opener version 1.4.0

optimist version 0.6.x

portfinder version 1.0.13

union version 0.4.3

colors version 1.0.3

Original Library

- Copyright (c) Marak Squires

Additional Functionality

- Copyright (c) Sindre Sorhus <sindresorhus@gmail.com> (sindresorhus.com)

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Original Library

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Additional Functionality

- Copyright (c) Sindre Sorhus <sindresorhus@gmail.com> (sindresorhus.com)

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corser version 2.0.0

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ecstatic version 3.0.0

Copyright (c) 2013-2015 Joshua Holbrook and contributors

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Dependencies (4)

he version 1.1.1

Copyright Mathias Bynens <<https://mathiasbynens.be/>>

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mime version 1.6.0

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minimist version 1.1.0

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url-join version 2.0.5

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node-http-proxy

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Dependencies (3)

eventemitter3 version 3.0.0

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follow-redirects version 1.0.0

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opener version 1.4.0

<https://github.com/domenic/opener/blob/master/LICENSE.txt>

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optimist version 0.6.x

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Dependencies (2)

wordwrap version 0.0.2

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async version 1.5.2

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debug version 2.2.0

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ms version 2.1.1

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minimist version 0.0.8

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union version 0.4.3

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resize-observer-polyfill version 1.5.0

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jq.py

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Component(s): jq.py

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HTML parser and pretty printer

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Contributing Author(s):

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Gary L Peskin (Java development)

Sami Lempinen (release management)

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// Scintilla source code edit control

/** @file LexA68k.cxx

** Lexer for Assembler, just for the MASM syntax

** Written by Martial Demolins AKA Folco

**/

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// Scintilla source code edit control

/** @file LexAbaqus.cxx

** Lexer for ABAQUS. Based on the lexer for APDL by Hadar Raz.

** By Sergio Lucato.

** Sort of completely rewritten by Gertjan Kloosterman

**/

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/** @file LexAda.cxx

** Lexer for Ada 95

**/

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/** @file LexAPDL.cxx

```

** Lexer for APDL. Based on the lexer for Assembler by The Black Horus.
** By Hadar Raz.
**/

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/*****

* LexAsciidoc.cxx
*
* A simple Asciidoc lexer for scintilla.
*
* Based on the LexMarkdown.cxx by Jon Strait - jstrait@moonloop.net
*
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*
*****/

// Scintilla source code edit control
/** @file LexAsm.cxx
** Lexer for Assembler, just for the MASM syntax
** Written by The Black Horus
** Enhancements and NASM stuff by Kein-Hong Man, 2003-10
** SCE_ASM_COMMENTBLOCK and SCE_ASM_CHARACTER are for future GNU as
colouring
** Converted to lexer object and added further folding features/properties by "Udo Lechner"
<dlchnr(at)gmx(dot)net>
**/

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// Scintilla source code edit control
/** @file LexAsn1.cxx
** Lexer for ASN.1
**/

// Copyright 2004 by Herr Pfarrer rpfarer <at> yahoo <dot> de

```



```
// Last Updated: 20/07/2004

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// Scintilla source code edit control
// @file LexASY.cxx
//Author: instanton (email: soft_share<at>126<dot>com)
// This lexer is for the Asymptote vector graphics language
// https://en.wikipedia.org/wiki/Asymptote_(vector_graphics_language)
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// Scintilla source code edit control
// @file LexAU3.cxx
// Lexer for Autolt3 https://www.autoitscript.com/site/
// by Jos van der Zande, jvdzande@yahoo.com
//
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// SciTE - Scintilla based Text Editor
/** @file LexAVE.cxx
** Lexer for Avenue.
**
** Written by Alexey Yutkin <yutkin@geol.msu.ru>.
**/

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// Scintilla source code edit control
/** @file LexAVS.cxx
** Lexer for AviSynth.
**/

// Copyright 2012 by Bruno Barbieri <brunorex@gmail.com>
// Heavily based on LexPOV by Neil Hodgson
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```
// Scintilla source code edit control

/** @file LexBaan.cxx

** Lexer for Baan.

** Based heavily on LexCPP.cxx

**/

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<ambekarpraveen@yahoo.com>

// Maintainer Email: oirfeodent@yahoo.co.in

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** Lexer for Bash.

**/

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// Adapted from LexPerl by Kein-Hong Man 2004

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/** @file LexBasic.cxx

** Lexer for BlitzBasic and PureBasic.

** Converted to lexer object and added further folding features/properties by "Udo Lechner"
<dlchnr(at)gmx(dot)net>

**/

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** Lexer for batch files.

**/

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/**
```

```
* @file LexBibTeX.cxx
* @brief General BibTeX coloring scheme.
* @author Sergiu Dotenco
* @date April 18, 2009
*/

// Scintilla source code edit control
/** @file LexCaml.cxx
** Lexer for Objective Caml.
**/

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/** @file LexCIL.cxx
** Lexer for Common Intermediate Language
** Written by Jad Altahan (github.com/xv)
** CIL manual: https://www.ecma-international.org/publications/standards/Ecma-335.htm
**/

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** Lexer for Clarion.
** 2004/12/17 Updated Lexer
**/

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/** @file LexCmake.cxx
** Lexer for Cmake
**/

// Copyright 2007 by Cristian Adam <cristian [dot] adam [at] gmx [dot] net>
// based on the NSIS lexer
```

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// Scintilla source code edit control
```

```
/** @file LexCOBOL.cxx
```

```
** Lexer for COBOL
```

```
** Based on LexPascal.cxx
```

```
** Written by Laurent le Tynevez
```

```
** Updated by Simon Steele <s.steele@pnotepad.org> September 2002
```

```
** Updated by Mathias Rauen <scite@madshi.net> May 2003 (Delphi adjustments)
```

```
** Updated by Rod Falck, Aug 2006 Converted to COBOL
```

```
**/
```

```
// Scintilla source code edit control
```

```
/** @file LexCoffeeScript.cxx
```

```
** Lexer for CoffeeScript.
```

```
**/
```

```
// Copyright 1998-2011 by Neil Hodgson <neilh@scintilla.org>
```

```
// Based on the Scintilla C++ Lexer
```

```
// Written by Eric Promislow <ericp@activestate.com> in 2011 for the Komodo IDE
```

```
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```

```
// Scintilla source code edit control
```

```
/** @file LexConf.cxx
```

```
** Lexer for Apache Configuration Files.
```

```
**
```

```
** First working version contributed by Ahmad Zawawi <ahmad.zawawi@gmail.com> on  
October 28, 2000.
```

```
** i created this lexer because i needed something pretty when dealing
```

```
** when Apache Configuration files...
```

```
**/
```

```
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```

```
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```

```
// Scintilla source code edit control
```

```
/** @file LexCPP.cxx
```

```
** Lexer for C++, C, Java, and JavaScript.
```

```
** Further folding features and configuration properties added by "Udo Lechner"
<dlchnr(at)gmx(dot)net>

**/

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/** @file LexCrontab.cxx

** Lexer to use with extended crontab files used by a powerful
** Windows scheduler/event monitor/automation manager nnCron.
** (http://nemtsev.eserv.ru/)
**/

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/** @file LexCsound.cxx

** Lexer for Csound (Orchestra & Score)
** Written by Georg Ritter - <ritterfuture A T gmail D O T com>
**/

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// Scintilla source code edit control

// Encoding: UTF-8

/** @file LexCSS.cxx

** Lexer for Cascading Style Sheets
** Written by Jakub Vrána
** Improved by Philippe Lhoste (CSS2)
** Improved by Ross McKay (SCSS mode; see http://sass-lang.com/ )
**/

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/** @file LexD.cxx

** Lexer for D.

**
```

```
** Copyright (c) 2006 by Waldemar Augustyn <waldemar@wdmsys.com>

** Converted to lexer object and added further folding features/properties by "Udo Lechner"
<dlchnr(at)gmx(dot)net>

**/

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** Lexer for DataFlex.
** Based on LexPascal.cxx
** Written by Wil van Antwerpen, June 2019
**/

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** Lexer for diff results.
**/

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// Scintilla source code edit control
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** Lexer for MSC Nastran DMAP.
** Written by Mark Robinson, based on the Fortran lexer by Chuan-jian Shen, Last changed
Aug. 2013
**/

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// Scintilla source code edit control
/** @file LexDMIS.cxx
** Lexer for DMIS.
**/
```

```
// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
// Copyright 2013-2014 by Andreas Tschärner <andy@vis.ethz.ch>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexECL.cxx
** Lexer for ECL.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla Lexer for EDIFACT
// @file LexEDIFACT.cxx
// Written by Iain Clarke, IMCSoft & Inobiz AB.
// EDIFACT documented here: https://www.unece.org/cefact/edifact/welcome.html
// and more readably here: https://en.wikipedia.org/wiki/EDIFACT
// This code is subject to the same license terms as the rest of the scintilla project:
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexEiffel.cxx
** Lexer for Eiffel.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
// Encoding: UTF-8
// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.
/** @file LexErlang.cxx
** Lexer for Erlang.
** Enhanced by Etienne 'Lenain' Girondel (lenaing@gmail.com)
** Originally wrote by Peter-Henry Mander,
** based on Matlab lexer by José Fonseca.
**/
```

```
// Scintilla source code edit control
/** @file LexErrorList.cxx
** Lexer for error lists. Used for the output pane in SciTE.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexEScript.cxx
** Lexer for ESCRIPT
**/

// Copyright 2003 by Patrizio Bekerle (patrizio@bekerle.com)

// Scintilla source code edit control
/** @file LexFlagship.cxx
** Lexer for Harbour and FlagShip.
** (Syntactically compatible to other xBase dialects, like Clipper, dBase, Clip, FoxPro etc.)
**/

// Copyright 2005 by Randy Butler
// Copyright 2010 by Xavi <jarabal/at/gmail.com> (Harbour)
// Copyright 1998-2003 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexForth.cxx
** Lexer for FORTH
**/

// Copyright 1998-2003 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexFortran.cxx
** Lexer for Fortran.
** Written by Chuan-jian Shen, Last changed Sep. 2003
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
```

```
// The License.txt file describes the conditions under which this software may be distributed.
```

```
/**
```

```
* @file LexFSharp.cxx
```

```
* Lexer for F# 5.0
```

```
* Copyright (c) 2021 Robert Di Pardo <dipardo.r@gmail.com>
```

```
* Parts of LexerFSharp::Lex were adapted from LexCaml.cxx by Robert Roessler ("RR").
```

```
* Parts of LexerFSharp::Fold were adapted from LexCPP.cxx by Neil Hodgson and Udo  
Lechner.
```

```
* The License.txt file describes the conditions under which this software may be distributed.
```

```
*/
```

```
// Scintilla source code edit control
```

```
/** @file LexGAP.cxx
```

```
** Lexer for the GAP language. (The GAP System for Computational Discrete Algebra)
```

```
** http://www.gap-system.org
```

```
**/
```

```
// Copyright 2007 by Istvan Szollosi ( szteven <at> gmail <dot> com )
```

```
// The License.txt file describes the conditions under which this software may be distributed.
```

```
// Scintilla source code edit control
```

```
/** @file LexGDScript.cxx
```

```
** Lexer for GDScript.
```

```
**/
```

```
// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
```

```
// Heavily modified later for GDScript
```

```
// The License.txt file describes the conditions under which this software may be distributed.
```

```
// Scintilla source code edit control
```

```
// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
```

```
// @file LexGui4Cli.cxx
```

```
/*
```

```
This is the Lexer for Gui4Cli, included in SciLexer.dll
```

```
- by d. Keletsekis, 2/10/2003
```

```
* LexHaskell.cxx
```

```
*
```

```
* A haskell lexer for the scintilla code control.
* Some stuff "lended" from LexPython.cxx and LexCPP.cxx.
* External lexer stuff inspired from the caml external lexer.
* Folder copied from Python's.
*
* Written by Tobias Engvall - tumm at dtek dot chalmers dot se
*
* Several bug fixes by Krasimir Angelov - kr.angelov at gmail.com
*
* Improved by kudah <kudahkukarek@gmail.com>

/** @file LexHex.cxx
** Lexers for Motorola S-Record, Intel HEX and Tektronix extended HEX.
**
** Written by Markus Heidelberg
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexHollywood.cxx
** Lexer for Hollywood
** Written by Andreas Falkenhahn, based on the BlitzBasic/PureBasic/Lua lexers
** Thanks to Nicholai Benalal
** For more information on Hollywood, see http://www.hollywood-mal.com/
** Mail me (andreas <at> airsoftsoftwair <dot> de) for any bugs.
** This code is subject to the same license terms as the rest of the Scintilla project:
** The License.txt file describes the conditions under which this software may be distributed.
**/

/** @file LexHTML.cxx
** Lexer for HTML.
**/

// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexIndent.cxx
```

```
** Lexer for no language. Used for indentation-based folding of files.
**/

// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexInno.cxx
** Lexer for Inno Setup scripts.
**/

// Written by Friedrich Vedder <fvedd@t-online.de>, using code from LexOthers.cxx.
// Modified by Michael Heath.
// The License.txt file describes the conditions under which this software may be distributed.

/**
* @file LexJSON.cxx
* @date February 19, 2016
* @brief Lexer for JSON and JSON-LD formats
* @author nkmathew
*
* The License.txt file describes the conditions under which this software may
* be distributed.
*
*/

// Encoding: UTF-8
/** @file LexJulia.cxx
** Lexer for Julia.
** Reusing code from LexMatlab, LexPython and LexRust
**
** Written by Bertrand Lacoste
**
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexKix.cxx
** Lexer for KIX-Scripts.
**/
```

```
// Copyright 2004 by Manfred Becker <manfred@becker-trdf.de>
// The License.txt file describes the conditions under which this software may be distributed.
// Edited by Lee Wilmott (24-Jun-2014) added support for block comments

/** @file LexKVlrc.cxx
** Lexer for KVlrc script.
**/

// Copyright 2013 by OmegaPhil <OmegaPhil+scintilla@gmail.com>, based in
// part from LexPython Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
// and LexCmake Copyright 2007 by Cristian Adam <cristian [dot] adam [at] gmx [dot] net>

// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexLaTeX.cxx
** Lexer for LaTeX2e.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Modified by G. HU in 2013. Added folding, syntax highting inside math environments, and
// changed some minor behaviors.

/** @file LexLisp.cxx
** Lexer for Lisp.
** Written by Alexey Yutkin.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexLout.cxx
** Lexer for the Basser Lout (>= version 3) typesetting language
**/

// Copyright 2003 by Kein-Hong Man <mkh@pl.jaring.my>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexLua.cxx
** Lexer for Lua language.
**
```

```
** Written by Paul Winwood.

** Folder by Alexey Yutkin.

** Modified by Marcos E. Wurzius & Philippe Lhoste

**/

/**

* @file LexMagik.cxx

* Lexer for GE(r) Smallworld(tm) MagikSF

*/

// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexMake.cxx

** Lexer for make files.

**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

* LexMarkdown.cxx
*
* A simple Markdown lexer for scintilla.
*
* Includes highlighting for some extra features from the
* Pandoc implementation; strikeout, using '#' as a default
* ordered list item marker, and delimited code blocks.
*
*
* Written by Jon Strait - jstrait@moonloop.net
*
* The License.txt file describes the conditions under which this
* software may be distributed.
*

// Encoding: UTF-8

/** @file LexMatlab.cxx

** Lexer for Matlab.
```

```
** Written by José Fonseca
**
** Changes by Christoph Dalitz 2003/12/04:
** - added support for Octave
** - Strings can now be included both in single or double quotes
**
** Changes by John Donoghue 2012/04/02
** - added block comment (and nested block comments)
** - added ... displayed as a comment
** - removed unused IsAWord functions
** - added some comments
**
** Changes by John Donoghue 2014/08/01
** - fix allowed transpose ' after {} operator
**
** Changes by John Donoghue 2016/11/15
** - update matlab code folding
**
** Changes by John Donoghue 2017/01/18
** - update matlab block comment detection
**
** Changes by Andrey Smolyakov 2022/04/15
** - add support for "arguments" block and class definition syntax
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexMaxima.cxx
** Lexer for Maxima (http://maxima.sourceforge.net).
** Written by Gunter Königsmann based on the lisp lexer by Alexey Yutkin and Neil Hodgson .
**/

// Copyright 2018 by Gunter Königsmann <wxMaxima@physikbuch.de>
// The License.txt file describes the conditions under which this software may be distributed.

// @file LexMetapost.cxx - general context conformant metapost coloring scheme
```

```
// Author: Hans Hagen - PRAGMA ADE - Hasselt NL - www.pragma-ade.com
// Version: September 28, 2003
// Modified by instanton: July 10, 2007
// Folding based on keywordlists[]

// Copyright: 1998-2003 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Encoding: UTF-8

/** @file LexMMIXAL.cxx
** Lexer for MMIX Assembler Language.
** Written by Christoph Hösler <christoph.hoesler@student.uni-tuebingen.de>
** For information about MMIX visit http://www-cs-faculty.stanford.edu/~knuth/mmix.html
**/

// Copyright 1998-2003 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/**
* @file LexModula.cxx
* @author Dariusz "DKnoto" Knociński
* @date 2011/02/03
* @brief Lexer for Modula-2/3 documents.
*/

// The License.txt file describes the conditions under which this software may
// be distributed.

/** @file LexMPT.cxx
** Lexer for MPT specific files. Based on LexOthers.cxx
** LOT = the text log file created by the MPT application while running a test program
** Other MPT specific files to be added later.
**/

// Copyright 2003 by Marius Gheorghe <mgheorghe@cabletest.com>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexMSSQL.cxx
** Lexer for MSSQL.
**/
```

```
// By Filip Yaghob <fyaghob@gmail.com>

// The License.txt file describes the conditions under which this software may be distributed.

* @file LexMySQL.cxx
* Lexer for MySQL
*
* Improved by Mike Lischke <mike.lischke@oracle.com>
* Adopted from LexSQL.cxx by Anders Karlsson <anders@mysql.com>
* Original work by Neil Hodgson <neilh@scintilla.org>
* Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
* The License.txt file describes the conditions under which this software may be distributed.
*/

/** @file LexNim.cxx
** Lexer for Nim
** Written by Jad Altahan (github.com/xv)
** Nim manual: https://nim-lang.org/docs/manual.html
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Nimrod lexer
// (c) 2009 Andreas Rumpf
/** @file LexNimrod.cxx
** Lexer for Nimrod.
**/

// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexNsis.cxx
** Lexer for NSIS
**/

// Copyright 2003 - 2005 by Angelo Mandato <angelo [at] spaceblue [dot] com>
// Last Updated: 03/13/2005
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexNull.cxx
```



```
** Lexer for no language. Used for plain text and unrecognized files.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexOpal.cxx
** Lexer for OPAL (functional language similar to Haskell)
** Written by Sebastian Pipping <webmaster@hartwork.org>
**/

/** @file LexOScript.cxx
** Lexer for OScript sources; ocx files and/or OSpace dumps.
** OScript is a programming language used to develop applications for the
** Livelink server platform.
**/

// Written by Ferdinand Prantl <prantlf@gmail.com>, inspired by the code from
// LexVB.cxx and LexPascal.cxx. The License.txt file describes the conditions
// under which this software may be distributed.

/** @file LexPascal.cxx
** Lexer for Pascal.
** Written by Laurent le Tynevez
** Updated by Simon Steele <s.steele@pnotepad.org> September 2002
** Updated by Mathias Rauen <scite@madshi.net> May 2003 (Delphi adjustments)
** Completely rewritten by Marko Njezic <sf@maxempire.com> October 2008
**/

// @file LexPB.cxx

// Lexer for PowerBasic by Roland Walter, roland@rowalt.de (for PowerBasic see
// www.powerbasic.com)

//

// Copyright for Scintilla: 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexPerl.cxx
** Lexer for Perl.
** Converted to lexer object by "Udo Lechner" <dlchnr(at)gmx(dot)net>
```

```
**/  
  
// Copyright 1998-2008 by Neil Hodgson <neilh@scintilla.org>  
// Lexical analysis fixes by Kein-Hong Man <mkh@pl.jaring.my>  
// The License.txt file describes the conditions under which this software may be distributed.  
  
// @file LexPLM.cxx  
// Author: Jason Haslam  
// The License.txt file describes the conditions under which this software may be distributed.  
  
/** @file LexPO.cxx  
** Lexer for GetText Translation (PO) files.  
**/  
  
// Copyright 2012 by Colomban Wendling <ban@herbesfolles.org>  
// The License.txt file describes the conditions under which this software may be distributed.  
  
/** @file LexPOV.cxx  
** Lexer for POV-Ray SDL (Persistence of Vision Raytracer, Scene Description Language).  
** Written by Philippe Lhoste but this is mostly a derivative of LexCPP...  
**/  
  
// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>  
// The License.txt file describes the conditions under which this software may be distributed.  
  
// @file LexPowerPro.cxx  
// PowerPro utility, written by Bruce Switzer, is available from http://powerpro.webbeddie.com  
// PowerPro lexer is written by Christopher Bean (cbean@cb-software.net)  
//  
// Lexer code heavily borrowed from:  
// LexAU3.cxx by Jos van der Zande  
// LexCPP.cxx by Neil Hodgson  
// LexVB.cxx by Neil Hodgson  
//  
// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>  
// The License.txt file describes the conditions under which this software may be distributed.  
  
/** @file LexPowerShell.cxx  
** Lexer for PowerShell scripts.  
**/
```

```
// Copyright 2008 by Tim Gerundt <tim@gerundt.de>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexProgress.cxx
** Lexer for Progress 4GL.
** Based on LexCPP.cxx of Neil Hodgson <neilh@scintilla.org>
**/

// Copyright 2006-2016 by Yuval Papish <Yuval@YuvCom.com>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexProps.cxx
** Lexer for properties files.
**/

// Copyright 1998-2001 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexPS.cxx
** Lexer for PostScript
**
** Written by Nigel Hathaway <nigel@bprj.co.uk>.
** The License.txt file describes the conditions under which this software may be distributed.
**/

/** @file LexPython.cxx
** Lexer for Python.
**/

// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexR.cxx
** Lexer for R, S, SPlus Statistics Program (Heavily derived from CPP Lexer).
**
**/

// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexRaku.cxx
```

```
** Lexer for Raku
**
** Copyright (c) 2019 Mark Reay <mark@reay.net.au>
**/
// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexRebol.cxx
** Lexer for REBOL.
** Written by Pascal Hurni, inspired from LexLua by Paul Winwood & Marcos E. Wurzius &
Philippe Lhoste
**
** History:
** 2005-04-07 First release.
** 2005-04-10 Closing parens and brackets go now in default style
** String and comment nesting should be more safe
**/
// Copyright 2005 by Pascal Hurni <pascal_hurni@fastmail.fm>
// The License.txt file describes the conditions under which this software may be distributed.

/**
* @file LexRegistry.cxx
* @date July 26 2014
* @brief Lexer for Windows registration files(.reg)
* @author nkmathew
*
* The License.txt file describes the conditions under which this software may be
* distributed.
*
*/

/** @file LexRuby.cxx
** Lexer for Ruby.
**/
// Copyright 2001- by Clemens Wyss <wys@helbling.ch>
// The License.txt file describes the conditions under which this software may be distributed.
```

```
** Lexer for Rust.
**
** Copyright (c) 2013 by SiegeLord <slabode@aim.com>
** Converted to lexer object and added further folding features/properties by "Udo Lechner"
<dlchnr(at)gmx(dot)net>
**/

// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexSAS.cxx
** Lexer for SAS
**/

// Author: Luke Rasmussen (luke.rasmussen@gmail.com)
//
// The License.txt file describes the conditions under which this software may
// be distributed.

/** @file LexSmalltalk.cxx
** Lexer for Smalltalk language.
** Written by Sergey Philippov, sphilippov-at-gmail-dot-com
**/

// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

/** @file LexSML.cxx
** Lexer for SML.
**/

// Copyright 2009 by James Moffatt and Yuzhou Xin
// Modified from LexCaml.cxx by Robert Roessler <robertr@rftp.com> Copyright 2005
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control

/** @file LexSorcus.cxx
** Lexer for SORCUS installation files
** Written by Eugen Bitter and Christoph Baumann at SORCUS Computer, Heidelberg
Germany
** Based on the ASM Lexer by The Black Horus
```

```
*/

// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexSpecman.cxx
** Lexer for Specman E language.
** Written by Avi Yegudin, based on C++ lexer by Neil Hodgson
**/

// Copyright 1998-2002 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexSpice.cxx
** Lexer for Spice
**/

// Copyright 2006 by Fabien Proriol
// The License.txt file describes the conditions under which this software may be distributed.

//-*- coding: utf-8 -*-
// Scintilla source code edit control
/** @file LexSQL.cxx
** Lexer for SQL, including PL/SQL and SQL*Plus.
** Improved by Jérôme LAFORGE <jerome.laforge_AT_gmail_DOT_com> from 2010 to 2012.
**/

// Copyright 1998-2012 by Neil Hodgson <neilh@scintilla.org>
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control
/** @file LexStata.cxx
** Lexer for Stata
**/

// Author: Luke Rasmussen (luke.rasmussen@gmail.com)
//

// The License.txt file describes the conditions under which this software may
// be distributed.
```

```
//  
// Developed as part of the StatTag project at Northwestern University Feinberg  
// School of Medicine with funding from Northwestern University Clinical and  
// Translational Sciences Institute through CTSA grant UL1TR001422. This work  
// has not been reviewed or endorsed by NCATS or the NIH.  
  
// Scintilla source code edit control  
/** @file LexSTTXT.cxx  
** Lexer for Structured Text language.  
** Written by Pavel Bulochkin  
**/  
// The License.txt file describes the conditions under which this software may be distributed.  
  
// Scintilla source code edit control  
/** @file LexTACL.cxx  
** Lexer for TACL  
** Based on LexPascal.cxx  
** Written by Laurent le Tynevez  
** Updated by Simon Steele <s.steele@pnotepad.org> September 2002  
** Updated by Mathias Rauen <scite@madshi.net> May 2003 (Delphi adjustments)  
** Updated by Rod Falck, Aug 2006 Converted to TACL  
**/  
  
// Scintilla source code edit control  
/** @file LexTADS3.cxx  
** Lexer for TADS3.  
**/  
// Copyright 1998-2006 by Neil Hodgson <neilh@scintilla.org>  
// The License.txt file describes the conditions under which this software may be distributed.  
  
/*  
* TADS3 is a language designed by Michael J. Roberts for the writing of text  
* based games. TADS comes from Text Adventure Development System. It has good  
* support for the processing and outputting of formatted text and much of a  
* TADS program listing consists of strings.  
*  
*
```

* TADS has two types of strings, those enclosed in single quotes (') and those
 * enclosed in double quotes ("). These strings have different symantics and
 * can be given different highlighting if desired.

*

* There can be embedded within both types of strings html tags
 * (<tag key=value>), library directives (<.directive>), and message
 * parameters ({The doctor's/his}).

*

* Double quoted strings can also contain interpolated expressions
 * (<< rug.moved ? ' and a hole in the floor. ' : nil >>). These expressions
 * may themselves contain single or double quoted strings, although the double
 * quoted strings may not contain interpolated expressions.

*

* These embedded constructs influence the output and formatting and are an
 * important part of a program and require highlighting.

*

* LINKS

* <http://www.tads.org/>

*/

// Scintilla source code edit control

/** @file LexTAL.cxx

** Lexer for TAL

** Based on LexPascal.cxx

** Written by Laurent le Tynevez

** Updated by Simon Steele <s.steele@pnotepad.org> September 2002

** Updated by Mathias Rauen <scite@madshi.net> May 2003 (Delphi adjustments)

** Updated by Rod Falck, Aug 2006 Converted to TAL

**/

// Scintilla source code edit control

/** @file LexTCL.cxx

** Lexer for TCL language.

**/

// Copyright 1998-2001 by Andre Arpin <arpin@kingston.net>


```
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla\ source code edit control

/** @file LexTCMD.cxx
** Lexer for Take Command / TCC batch scripts (.bat, .btm, .cmd).
**/

// Written by Rex Conn (rconn [at] jpsoft [dot] com)
// based on the CMD lexer
// The License.txt file describes the conditions under which this software may be distributed.

// Scintilla source code edit control

// @file LexTeX.cxx - general context conformant tex coloring scheme
// Author: Hans Hagen - PRAGMA ADE - Hasselt NL - www.pragma-ade.com
// Version: September 28, 2003

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// This lexer is derived from the one written for the texwork environment (1999++) which in
// turn is inspired on texedit (1991++) which finds its roots in wdt (1986).

// If you run into strange boundary cases, just tell me and I'll look into it.

// TeX Folding code added by instanton (soft_share@126.com) with borrowed code from
// VisualTeX source by Alex Romanenko.

// Version: June 22, 2007

/*****

* LexTxt2tags.cxx
*
* A simple Txt2tags lexer for scintilla.
*
*
* Adapted by Eric Forgeot
* Based on the LexMarkdown.cxx by Jon Strait - jstrait@moonloop.net
*
* What could be improved:
```

* - Verbatim lines could be like for raw lines : when there is no space between the `` and the following text, the first letter should be colored so the user would understand there must be a space for a valid tag.

* - marks such as bold, italic, strikeout, underline should begin to be highlighted only when they are closed and valid.

* - verbatim and raw area should be highlighted too.

*

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*

// Scintilla source code edit control

/** @file LexVB.cxx

** Lexer for Visual Basic and VBScript.

**/

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// Scintilla source code edit control

/** @file LexVerilog.cxx

** Lexer for Verilog.

** Written by Avi Yegudin, based on C++ lexer by Neil Hodgson

**/

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// Scintilla source code edit control

/** @file LexVHDL.cxx

** Lexer for VHDL

** Written by Phil Reid,

** Based on:

** - The Verilog Lexer by Avi Yegudin

** - The Fortran Lexer by Chuan-jian Shen

** - The C++ lexer by Neil Hodgson

**/

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```

/** @file LexVisualProlog.cxx
** Lexer for Visual Prolog.
**/

// Author Thomas Linder Puls, Prolog Development Denter A/S, http://www.visual-prolog.com
// Based on Lexer for C++, C, Java, and JavaScript.
// Copyright 1998-2005 by Neil Hodgson <neilh@scintilla.org>
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// Scintilla Lexer for X12
// @file LexX12.cxx
// Written by Iain Clarke, IMCSoft & Inobiz AB.
// X12 official documentation is behind a paywall, but there's a description of the syntax here:
// http://www.rawlinsecconsulting.com/x12tutorial/x12syn.html
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//

// Scintilla source code edit control
/** @file LexYAML.cxx
** Lexer for YAML.
**/

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```

libffi Licenses

```

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...

AUTHORS File Information

...

libffi was originally written by Anthony Green <green@moxielogic.com>.

The developers of the GNU Compiler Collection project have made innumerable valuable contributions. See the ChangeLog file for details.

Some of the ideas behind libffi were inspired by Gianni Mariani's free gencall library for Silicon Graphics machines.

The closure mechanism was designed and implemented by Kresten Krab Thorup.

Major processor architecture ports were contributed by the following developers:

aarch64 Marcus Shawcroft, James Greenhalgh

x86 Anthony Green, Jon Beniston

x86-64 Bo Thorsen

Jesper Skov and Andrew Haley both did more than their fair share of stepping through the code and tracking down bugs.

Thanks also to Tom Tromey for bug fixes, documentation and configuration help.

Thanks to Jim Blandy, who provided some useful feedback on the libffi

interface.

Alex Oliva solved the executable page problem for SELinux.

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Files:

PRESUBMIT.py

infra/common.sh

infra/compile.sh

infra/compile_android.sh

infra/compile_js.sh

infra/run_static_analysis.sh

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Files:

sharpvuv/sharpyuv_dsp.h

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Speed-critical functions for Sharp YUV.

Files:

imageio/image_enc.h

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All-in-one library to save PNG/JPEG/WebP/TIFF/WIC images.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/cost_sse2.c

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SSE2 version of cost functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/dec_clip_tables.c

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Clipping tables for filtering

Author: Skal (pascal.massimino@gmail.com)

Files:

src/webp/format_constants.h

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Internal header for constants related to WebP file format.

Author: Urvang (urvang@google.com)

Files:

src/dsp/cost_mips32.c

src/dsp/cost_mips_dsp_r2.c

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Author: Djordje Pesut (djordje.pesut@imgtec.com)

Files:

extras/extras.h

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Files:

src/dsp/filters.c

src/utils/filters_utils.h

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Spatial prediction using various filters

Author: Urvang (urvang@google.com)

Files:

src/utils/bit_writer_utils.c

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Bit writing and boolean coder

Author: Skal (pascal.massimino@gmail.com)

Vikas Arora (vikaas.arora@gmail.com)

Files:

src/enc/alpha_enc.c

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Alpha-plane compression.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/webp/mux.h

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RIFF container manipulation and encoding for WebP images.

Authors: Urvang (urvang@google.com)

Vikas (vikasa@google.com)

Files:

sharpvuv/sharpyuv_csp.c

sharpvuv/sharpyuv_csp.h

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Colorspace utilities.

Files:

src/dsp/rescaler_sse2.c

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SSE2 Rescaling functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dec/vp8i_dec.h

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VP8 decoder: internal header.

Author: Skäl (pascal.massimino@gmail.com)

Files:

src/dec/quant_dec.c

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Quantizer initialization

Author: Skäl (pascal.massimino@gmail.com)

Files:

src/enc/syntax_enc.c

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Header syntax writing

Author: Skäl (pascal.massimino@gmail.com)

Files:

ltmain.sh

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Files:

src/dsp/filters_mips_dsp_r2.c

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Spatial prediction using various filters

Author(s): Branimir Vasic (branimir.vasic@imgtec.com)

Djordje Pesut (djordje.pesut@imgtec.com)

Files:

src/mux/animi.h

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Internal header for animation related functions.

Author: Hui Su (huisu@google.com)

Files:

src/dsp/upsampling_mips_dsp_r2.c

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YUV to RGB upsampling functions.

Author(s): Branimir Vasic (branimir.vasic@imgtec.com)

Djordje Pesut (djordje.pesut@imgtec.com)

Files:

src/utils/utils.h

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Misc. common utility functions

Authors: Skal (pascal.massimino@gmail.com)

Urvang (urvang@google.com)

Files:

tests/fuzzer/animdecoder_fuzzer.cc

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Files:

examples/anim_diff.c

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Checks if given pair of animated GIF/WebP images are identical: That is: their reconstructed canvases match pixel-by-pixel and their other animation properties (loop count etc) also match.

example: anim_diff foo.gif bar.webp

Files:

src/dec/vp8l_dec.c

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main entry for the decoder

Authors: Vikas Arora (vikaas.arora@gmail.com)

Jyrki Alakuijala (jyrki@google.com)

Files:

src/mux/muxi.h

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Internal header for mux library.

Author: Urvang (urvang@google.com)

Files:

src/utils/bit_writer_utils.h

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Bit writing and boolean coder

Author: Skal (pascal.massimino@gmail.com)

Files:

src/utils/color_cache_utils.h

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Color Cache for WebP Lossless

Authors: Jyrki Alakuijala (jyrki@google.com)

Urvang Joshi (urvang@google.com)

Files:

tests/fuzzer/advanced_api_fuzzer.c

tests/fuzzer/animation_api_fuzzer.c

tests/fuzzer/animencoder_fuzzer.cc

tests/fuzzer/enc_dec_fuzzer.cc

tests/fuzzer/fuzz_utils.h

tests/fuzzer/img_alpha.h

tests/fuzzer/img_grid.h

tests/fuzzer/img_peak.h

tests/fuzzer/mux_demux_api_fuzzer.c

tests/fuzzer/simple_api_fuzzer.c

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Files:

src/utils/bit_reader_utils.h

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Boolean decoder

Author: Skal (pascal.massimino@gmail.com)

Vikas Arora (vikaas.arora@gmail.com)

Files:

src/dsp/alpha_processing_mips_dsp_r2.c

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Utilities for processing transparent channel.

Author(s): Branimir Vasic (branimir.vasic@imgtec.com)

Djordje Pesut (djordje.pesut@imgtec.com)

Files:

imageio/wicdec.c

imageio/wicdec.h

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Windows Imaging Component (WIC) decode.

Files:

src/dsp/dec.c

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Speed-critical decoding functions, default plain-C implementations.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_mips_dsp_r2.c

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Image transforms and color space conversion methods for lossless decoder.

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Jovan Zelincevic (jovan.zelincevic@imgtec.com)

Files:

src/dsp/filters_neon.c

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NEON variant of alpha filters

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/vp8l_enc.c

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main entry for the lossless encoder.

Author: Vikas Arora (vikaas.arora@gmail.com)

Files:

src/dsp/lossless_msa.c

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MSA variant of methods for lossless decoder

Author: Prashant Patil (prashant.patil@imgtec.com)

Files:

src/dsp/enc.c

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Speed-critical encoding functions.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/cost.c

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Author: Skal (pascal.massimino@gmail.com)

Files:

src/utils/quant_levels_dec_utils.c

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Implement gradient smoothing: we replace a current alpha value by its surrounding average if it's close enough (that is: the change will be less than the minimum distance between two quantized level).

We use sliding window for computing the 2d moving average.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dec/alpha_dec.c

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Alpha-plane decompression.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/webp/demux.h

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Demux API.

Enables extraction of image and extended format data from WebP files.

Files:

extras/get_disto.c

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Simple tool to load two webp/png/jpg/tiff files and compute PSNR/SSIM.

This is mostly a wrapper around WebPPictureDistortion().

Files:

src/dsp/upsampling_sse41.c

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SSE41 version of YUV to RGB upsampling functions.

Author: somnath@google.com (Somnath Banerjee)

Files:

sharpvuv/sharpyuv_cpu.c

sharpvuv/sharpyuv_cpu.h

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Files:

imageio/image_dec.h

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All-in-one library to decode PNG/JPEG/WebP/TIFF/WIC input images.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless.c

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Image transforms and color space conversion methods for lossless decoder.

Authors: Vikas Arora (vikaas.arora@gmail.com)

Jyrki Alakuijala (jyrki@google.com)

Urvang Joshi (urvang@google.com)

Files:

src/dsp/yuv_sse2.c

src/dsp/yuv_sse41.c

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YUV->RGB conversion functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_common.h

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Image transforms and color space conversion methods for lossless decoder.

Authors: Vikas Arora (vikaas.arora@gmail.com)

Jyrki Alakuijala (jyrki@google.com)

Vincent Rabaud (vrabaud@google.com)

Files:

src/dsp/rescaler_msa.c

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MSA version of rescaling functions

Author: Prashant Patil (prashant.patil@imgtec.com)

Files:

src/mux/anim_encode.c

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AnimEncoder implementation.

Files:

src/utils/huffman_utils.c

src/utils/huffman_utils.h

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Utilities for building and looking up Huffman trees.

Author: Urvang Joshi (urvang@google.com)

Files:

src/dsp/lossless_enc_mips_dsp_r2.c

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Image transform methods for lossless encoder.

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Jovan Zelincevic (jovan.zelincevic@imgtec.com)

Files:

src/utils/thread_utils.c

src/utils/thread_utils.h

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Multi-threaded worker

Author: Skal (pascal.massimino@gmail.com)

Files:

imageio/image_dec.c

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Generic image-type guessing.

Files:

src/utils/color_cache_utils.c

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Color Cache for WebP Lossless

Author: Jyrki Alakuijala (jyrki@google.com)

Files:

src/dec/vp8li_dec.h

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Lossless decoder: internal header.

Author: Skal (pascal.massimino@gmail.com)

Vikas Arora(vikaas.arora@gmail.com)

Files:

src/dsp/dec_neon.c

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ARM NEON version of dsp functions and loop filtering.

Authors: Somnath Banerjee (somnath@google.com)

Johann Koenig (johannkoenig@google.com)

Files:

src/dsp/quant.h

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Files:

src/dsp/ssim_sse2.c

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SSE2 version of distortion calculation

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dec/common_dec.h

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Definitions and macros common to encoding and decoding

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/yuv.h

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Files:

examples/unicode_gif.h

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giflib doesn't have a Unicode DGifOpenFileName(). Let's make one.

Author: Yannis Guyon (yguyon@google.com)

Files:

src/dec/webpi_dec.h

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Internal header: WebP decoding parameters and custom IO on buffer

Author: somnath@google.com (Somnath Banerjee)

Files:

examples/img2webp.c

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generate an animated WebP out of a sequence of images
(PNG, JPEG, ...)

Example usage:

img2webp -o out.webp -q 40 -mixed -duration 40 input??.png

Author: skal@google.com (Pascal Massimino)

Files:

src/webp/mux_types.h

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Data-types common to the mux and demux libraries.

Author: Urvang (urvang@google.com)

Files:

src/dsp/enc_neon.c

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ARM NEON version of speed-critical encoding functions.

adapted from libvpx (<https://www.webmproject.org/code/>)

Files:

src/enc/picture_tools_enc.c

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WebPPicture tools: alpha handling, etc.

Author: Skal (pascal.massimino@gmail.com)

Files:

imageio/pnmdec.h

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partial PNM format decoder (ppm/pgm)

Files:

src/dsp/dsp.h

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Speed-critical functions.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/histogram_enc.h

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Author: Jyrki Alakuijala (jyrki@google.com)

Models the histograms of literal and distance codes.

Files:

src/utils/quant_levels_dec_utils.h

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Alpha plane de-quantization utility

Author: Vikas Arora (vikasa@google.com)

Files:

src/utils/huffman_encode_utils.h

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Author: Jyrki Alakuijala (jyrki@google.com)

Entropy encoding (Huffman) for webp lossless

Files:

imageio/imageio_util.c

imageio/imageio_util.h

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Utility functions used by the image decoders.

Files:

src/enc/picture_csp_enc.c

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WebPPicture utils for colorspace conversion

Author: Skäl (pascal.massimino@gmail.com)

Files:

examples/cwebp.c

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simple command line calling the WebPEncode function.

Encodes a raw .YUV into WebP bitstream

Author: Skäl (pascal.massimino@gmail.com)

Files:

src/dec/io_dec.c

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functions for sample output.

Author: Skäl (pascal.massimino@gmail.com)

Files:

examples/dwebp.c

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Command-line tool for decoding a WebP image.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/backward_references_cost_enc.c

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Improves a given set of backward references by analyzing its bit cost.

The algorithm is similar to the Zopfli compression algorithm but tailored to images.

Author: Vincent Rabaud (vrabaud@google.com)

Files:

src/enc/filter_enc.c

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Selecting filter level

Author: somnath@google.com (Somnath Banerjee)

Files:

src/enc/config_enc.c

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Coding tools configuration

Author: Skal (pascal.massimino@gmail.com)

Files:

imageio/webpdec.c

imageio/webpdec.h

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WebP decode.

Files:

src/dsp/lossless_neon.c

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NEON variant of methods for lossless decoder

Author: Skal (pascal.massimino@gmail.com)

Files:

sharpvuv/sharpyuv_gamma.c

sharpvuv/sharpyuv_gamma.h

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Gamma correction utilities.

Files:

src/dsp/dec_msa.c

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MSA version of dsp functions

Author(s): Prashant Patil (prashant.patil@imgtec.com)

Files:

imageio/tiffdec.c

imageio/tiffdec.h

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TIFF decode.

Files:

src/webp/decode.h

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Main decoding functions for WebP images.

Author: Skäl (pascal.massimino@gmail.com)

Files:

src/dec/vp8_dec.h

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Low-level API for VP8 decoder

Author: Skäl (pascal.massimino@gmail.com)

Files:

examples/gifdec.h

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GIF decode.

Files:

ltmain.sh

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Files:

src/dsp/lossless.h

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Image transforms and color space conversion methods for lossless decoder.

Authors: Vikas Arora (vikaas.arora@gmail.com)

Jyrki Alakuijala (jyrki@google.com)

Files:

src/dsp/mips_macro.h

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MIPS common macros

Files:

src/dsp/rescaler_neon.c

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NEON version of rescaling functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/msa_macro.h

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MSA common macros

Author(s): Prashant Patil (prashant.patil@imgtec.com)

Files:

src/dec/frame_dec.c

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Frame-reconstruction function. Memory allocation.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/yuv_mips32.c

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MIPS version of YUV to RGB upsampling functions.

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Jovan Zelincevic (jovan.zelincevic@imgtec.com)

Files:

src/enc/iterator_enc.c

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VP8Iterator: block iterator

Author: Skäl (pascal.massimino@gmail.com)

Files:

src/dsp/enc_msa.c

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MSA version of encoder dsp functions.

Author: Prashant Patil (prashant.patil@imgtec.com)

Files:

src/utis/bit_reader_utis.c

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Boolean decoder non-inlined methods

Author: Skäl (pascal.massimino@gmail.com)

Files:

examples/gif2webp.c

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simple tool to convert animated GIFs to WebP

Authors: Skal (pascal.massimino@gmail.com)

Urvang (urvang@google.com)

Files:

extras/webp_to_sdl.c

extras/webp_to_sdl.h

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Simple WebP-to-SDL wrapper. Useful for emscripten.

Author: James Zern (jzern@google.com)

Files:

src/enc/picture_psnr_enc.c

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WebPPicture tools for measuring distortion

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/enc_sse41.c

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SSE4 version of some encoding functions.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/yuv_neon.c

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YUV->RGB conversion functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/utls/utls.c

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Misc. common utility functions

Author: Skal (pascal.massimino@gmail.com)

Files:

examples/anim_dump.c

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Decodes an animated WebP file and dumps the decoded frames as PNG or TIFF.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/ssim.c

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distortion calculation

Author: Skal (pascal.massimino@gmail.com)

Files:

src/demux/demux.c

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WebP container demux.

Files:

src/dsp/filters_msa.c

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MSA variant of alpha filters

Author: Prashant Patil (prashant.patil@imgtec.com)

Files:

src/dec/vp8_dec.c

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main entry for the decoder

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/cost_enc.c

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Cost tables for level and modes

Author: Skal (pascal.massimino@gmail.com)

Files:

imageio/pnmdec.c

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(limited) PNM decoder

Files:

src/dec/buffer_dec.c

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Everything about WebPDecBuffer

Author: Skäl (pascal.massimino@gmail.com)

Files:

src/dsp/rescaler_mips32.c

src/dsp/rescaler_mips_dsp_r2.c

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MIPS version of rescaling functions

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Files:

src/dsp/alpha_processing_sse2.c

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be found in the AUTHORS file in the root of the source tree.

Utilities for processing transparent channel.

Author: Skäl (pascal.massimino@gmail.com)

Files:

extras/vwebp_sdl.c

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be found in the AUTHORS file in the root of the source tree.

Simple SDL-based WebP file viewer.

Does not support animation, just static images.

Press 'q' to exit.

Author: James Zern (jzern@google.com)

Files:

src/dsp/lossless_sse2.c

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be found in the AUTHORS file in the root of the source tree.

SSE2 variant of methods for lossless decoder

Author: Skal (pascal.massimino@gmail.com)

Files:

src/webp/types.h

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be found in the AUTHORS file in the root of the source tree.

Common types + memory wrappers

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_enc_msa.c

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MSA variant of Image transform methods for lossless encoder.

Authors: Prashant Patil (Prashant.Patil@imgtec.com)

Files:

src/webp/encode.h

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WebP encoder: main interface

Author: Skai (pascal.massimino@gmail.com)

Files:

imageio/image_enc.c

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Save image

Files:

examples/gifdec.c

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GIF decode.

Files:

src/mux/muxinternal.c

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Internal objects and utils for mux.

Authors: Urvang (urvang@google.com)

Vikas (vikasa@google.com)

Files:

examples/webpinfo.c

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Command-line tool to print out the chunk level structure of WebP files along with basic integrity checks.

Author: Hui Su (huisu@google.com)

Files:

src/dsp/common_sse41.h

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SSE4 code common to several files.

Author: Vincent Rabaud (vrabaud@google.com)

Files:

src/enc/analysis_enc.c

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Macroblock analysis

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/yuv_mips_dsp_r2.c

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MIPS DSPr2 version of YUV to RGB upsampling functions.

Author(s): Branimir Vasic (branimir.vasic@imgtec.com)

Djordje Pesut (djordje.pesut@imgtec.com)

Files:

src/enc/token_enc.c

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Paginated token buffer

A 'token' is a bit value associated with a probability, either fixed or a later-to-be-determined after statistics have been collected. For dynamic probability, we just record the slot id (idx) for the probability value in the final probability array (uint8_t* probas in VP8EmitTokens).
Author: Skal (pascal.massimino@gmail.com)

Files:

src/utils/quant_levels_utils.h

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Alpha plane quantization utility

Author: Vikas Arora (vikasa@google.com)

Files:

sharpvuv/sharpyuv_dsp.c

sharpvuv/sharpyuv_neon.c

sharpvuv/sharpyuv_sse2.c

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Speed-critical functions for Sharp YUV.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/upsampling.c

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YUV to RGB upsampling functions.

Author: somnath@google.com (Somnath Banerjee)

Files:

src/dec/idec_dec.c

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Incremental decoding

Author: somnath@google.com (Somnath Banerjee)

Files:

src/dsp/dec_mips32.c

src/dsp/dec_mips_dsp_r2.c

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MIPS version of dsp functions

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Jovan Zelincevic (jovan.zelincevic@imgtec.com)

Files:

src/enc/picture_rescale_enc.c

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WebPPicture tools: copy, crop, rescaling and view.

Author: Skal (pascal.massimino@gmail.com)

Files:

examples/stopwatch.h

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Helper functions to measure elapsed time.

Author: Mikolaj Zalewski (mikolajz@google.com)

Files:

src/enc/vp8li_enc.h

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Lossless encoder: internal header.

Author: Vikas Arora (vikaas.arora@gmail.com)

Files:

examples/webpmux.c

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Simple command-line to create a WebP container file and to extract or strip relevant data from the container file.

Authors: Vikas (vikaas.arora@gmail.com),

Urvang (urvang@google.com)

Files:

src/dsp/cpu.c

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CPU detection

Author: Christian Duvivier (cduvivier@google.com)

Files:

src/dsp/common_sse2.h

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SSE2 code common to several files.

Author: Vincent Rabaud (vrabaud@google.com)

Files:

src/enc/quant_enc.c

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Quantization

Author: Skal (pascal.massimino@gmail.com)

Files:

extras/extras.c

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Additional WebP utilities.

Files:

src/utils/quant_levels_utils.c

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Quantize levels for specified number of quantization-levels ([2, 256]).

Min and max values are preserved (usual 0 and 255 for alpha plane).

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/cost_enc.h

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Cost tables for level and modes.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/near_lossless_enc.c

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Near-lossless image preprocessing adjusts pixel values to help compressibility with a guarantee of maximum deviation between original and resulting pixel values.

Author: Jyrki Alakuijala (jyrki@google.com)

Converted to C by Aleksander Kramarz (akramarz@google.com)

Files:

src/utils/bit_reader_inl_utils.h

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be found in the AUTHORS file in the root of the source tree.

Specific inlined methods for boolean decoder [VP8GetBit() ...]

This file should be included by the .c sources that actually need to call these methods.

Author: Skäl (pascal.massimino@gmail.com)

Files:

examples/example_util.c

examples/example_util.h

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Utility functions used by the example programs.

Files:

src/utls/huffman_encode_utils.c

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Author: Jyrki Alakuijala (jyrki@google.com)

Entropy encoding (Huffman) for webp lossless.

Files:

src/dsp/upsampling_neon.c

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NEON version of YUV to RGB upsampling functions.

Author: mans@mansr.com (Mans Rullgard)

Based on SSE code by: somnath@google.com (Somnath Banerjee)

Files:

src/dsp/neon.h

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NEON common code.

Files:

src/dsp/dec_sse2.c

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SSE2 version of some decoding functions (idct, loop filtering).

Author: somnath@google.com (Somnath Banerjee)

cduvivier@google.com (Christian Duvivier)

Files:

src/utls/filters_utils.c

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filter estimation

Author: Urvang (urvang@google.com)

Files:

ltmain.sh

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(at your option) any later version.

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along with this program. If not, see <http://www.gnu.org/licenses/>.

Files:

src/dsp/lossless_enc_mips32.c

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be found in the AUTHORS file in the root of the source tree.

MIPS version of lossless functions

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Jovan Zelincevic (jovan.zelincevic@imgtec.com)

Files:

src/utils/random_utils.c

src/utils/random_utils.h

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Pseudo-random utilities

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/alpha_processing_neon.c

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Utilities for processing transparent channel, NEON version.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/enc_mips32.c

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MIPS version of speed-critical encoding functions.

Author(s): Djordje Pesut (djordje.pesut@imgtec.com)

Jovan Zelincevic (jovan.zelincevic@imgtec.com)

Slobodan Prijic (slobodan.prijic@imgtec.com)

Files:

src/enc/vp8i_enc.h

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WebP encoder: internal header.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/filters_sse2.c

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SSE2 variant of alpha filters

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_enc_sse41.c

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SSE4.1 variant of methods for lossless encoder

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/predictor_enc.c

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Image transform methods for lossless encoder.

Authors: Vikas Arora (vikaas.arora@gmail.com)

Jyrki Alakuijala (jyrki@google.com)

Urvang Joshi (urvang@google.com)

Vincent Rabaud (vrabaud@google.com)

Files:

src/mux/muxread.c

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Files:

extras/quality_estimate.c

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VP8EstimateQuality(): rough encoding quality estimate

Author: Skal (pascal.massimino@gmail.com)

Files:

examples/anim_util.c

examples/anim_util.h

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Utilities for animated images

Files:

src/dsp/upsampling_msa.c

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MSA version of YUV to RGB upsampling functions.

Author: Prashant Patil (prashant.patil@imgtec.com)

Files:

src/dsp/lossless_enc_sse2.c

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SSE2 variant of methods for lossless encoder

Author: Skal (pascal.massimino@gmail.com)

Files:

swig/libwebp.swig

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libwebp swig interface definition

Author: James Zern (jzern@google.com)

Files:

src/utils/rescaler_utils.c

src/utils/rescaler_utils.h

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Rescaling functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/demux/anim_decode.c

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AnimDecoder implementation.

Files:

src/enc/backward_references_enc.c

src/enc/backward_references_enc.h

src/enc/histogram_enc.c

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Author: Jyrki Alakuijala (jyrki@google.com)

Files:

src/enc/tree_enc.c

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Coding of token probabilities, intra modes and segments.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/cost_neon.c

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ARM NEON version of cost functions

Files:

src/enc/picture_enc.c

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WebPPicture class basis

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dec/webp_dec.c

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Main decoding functions for WEBP images.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_enc.c

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Image transform methods for lossless encoder.

Authors: Vikas Arora (vikaas.arora@gmail.com)

Jyrki Alakuijala (jyrki@google.com)

Urvang Joshi (urvang@google.com)

Files:

imageio/pngdec.c

imageio/pngdec.h

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PNG decode.

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Coding trees and probas

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_sse41.c

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SSE41 variant of methods for lossless decoder

Files:

src/dsp/enc_mips_dsp_r2.c

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MIPS version of speed-critical encoding functions.

Author(s): Darko Laus (darko.laus@imgtec.com)

Mirko Raus (mirko.raus@imgtec.com)

Files:

ltmain.sh

func_version

Echo version message to standard output and exit.

The version message is extracted from the calling file's header comments, with leading '#' stripped:

1. First display the progname and version
2. Followed by the header comment line matching /^# Written by /
3. Then a blank line followed by the first following line matching /^# Copyright /
4. Immediately followed by any lines between the previous matches, except lines preceding the intervening completely blank line.

For example, see the header comments of this file.

Files:

sharpvuv/sharpvuv.h

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Sharp RGB to YUV conversion.

Files:

src/dsp/yuv.c

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YUV->RGB conversion functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/cpu.h

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CPU detection functions and macros.

Author: Skal (pascal.massimino@gmail.com)

Files:

sharpvuv/sharpyuv.c

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Sharp RGB to YUV conversion.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/upsampling_sse2.c

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SSE2 version of YUV to RGB upsampling functions.

Author: somnath@google.com (Somnath Banerjee)

Files:

src/utils/endian_inl_utils.h

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Endian related functions.

Files:

examples/vwebp.c

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Simple OpenGL-based WebP file viewer.

Author: Skal (pascal.massimino@gmail.com)

Files:

imageio/jpegdec.c

imageio/jpegdec.h

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JPEG decode.

Files:

src/dsp/alpha_processing_sse41.c

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Utilities for processing transparent channel, SSE4.1 variant.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/enc/webp_enc.c

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WebP encoder: main entry point

Author: Skal (pascal.massimino@gmail.com)

Files:

imageio/metadata.c

imageio/metadata.h

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Metadata types and functions.

Files:

.cmake-format.py

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Files:

src/enc/frame_enc.c

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frame coding and analysis

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/dec_sse41.c

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SSE4 version of some decoding functions.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dec/alpha_dec.h

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Alpha decoder: internal header.

Author: Urvang (urvang@google.com)

Files:

src/dsp/alpha_processing.c

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Utilities for processing transparent channel.

Author: Skal (pascal.massimino@gmail.com)

Files:

src/mux/muxedit.c

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Set and delete APIs for mux.

Authors: Urvang (urvang@google.com)

Vikas (vikasa@google.com)

Files:

ltmain.sh

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examples/unicode.h

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Unicode support for Windows. The main idea is to maintain an array of Unicode
arguments (wargv) and use it only for file paths. The regular argv is used
for everything else.

Author: Yannis Guyon (yguyon@google.com)

Files:

src/dsp/enc_sse2.c

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SSE2 version of speed-critical encoding functions.

Author: Christian Duvivier (cduvivier@google.com)

Files:

src/dsp/rescaler.c

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Rescaling functions

Author: Skal (pascal.massimino@gmail.com)

Files:

src/dsp/lossless_enc_neon.c

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NEON variant of methods for lossless encoder

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In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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Glenn Randers-Pehrson
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===== Proj4js =====

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Pretty handling of logarithmic axes.

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Created by Arne de Laat

Set axis.mode to "log" and make the axis logarithmic using transform:

```
axis: {
  mode: 'log',
  transform: function(v) {v <= 0 ? Math.log(v) / Math.LN10 : null},
  inverseTransform: function(v) {Math.pow(10, v)}
}
```

The transform filters negative and zero values, because those are
invalid on logarithmic scales.

This plugin tries to create good looking logarithmic ticks, using
unicode superscript characters. If all data to be plotted is between two
powers of ten then the default flot tick generator and renderer are

used. Logarithmic ticks are places at powers of ten and at half those values if there are not too many ticks already (e.g. [1, 5, 10, 50, 100]). For details, see <https://github.com/flot/flot/pull/1328>

This module was heavily inspired by the externals plugin that ships with webpack@97d58d31 MIT License <http://www.opensource.org/licenses/mit-license.php>
Author Tobias Koppers @sokra

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Based on the scroll-into-view-if-necessary module from npm

<https://github.com/stipsan/compute-scroll-into-view/blob/master/src/index.ts#L269-L340>

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Copyright (c) 2014-present, Facebook, Inc. -- license (MIT): <https://github.com/facebook/regenerator/blob/main/LICENSE> */_regeneratorRuntime=function(){return e};var t,e={},r=Object.prototype,n=r.hasOwnProperty,o=Object.defineProperty||function(t,e,r){t[e]=r.value,i="function"==typeof Symbol?Symbol:{},a=i.iterator||"@@iterator",c=i.asyncIterator||"@@asyncIterator",u=i.toStringTag||"@@toStringTag";function define(t,e,r){return Object.defineProperty(t,e,{value:r,enumerable:!

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0,configurable:!0,writable:!0}),t[e]}try{define({},"")}catch(t){define=function(t,e,r){return
t[e]=r}}function wrap(t,e,r,n){var i=e&&e.prototype instanceof Generator?
e:Generator,a=Object.create(i.prototype),c=new Context(n||[]);return o(a,"_invoke",
{value:makeInvokeMethod(t,r,c)}),a}function tryCatch(t,e,r)
{try{return{type:"normal",arg:t.call(e,r)}}catch(t){return{type:"throw",arg:t}}}e.wrap=wrap;var
h="suspendedStart",l="suspendedYield",f="executing",s="completed",y={},function Generator()
{}function GeneratorFunction(){}function GeneratorFunctionPrototype(){}var p={};define(p,a,
(function(){return this}));var d=Object.getPrototypeOf,v=d&&d(d(values([])));v&&v!
==r&&n.call(v,a)&&(p=v);var
g=GeneratorFunctionPrototype.prototype=Generator.prototype=Object.create(p);function
defineIteratorMethods(t){["next","throw","return"].forEach((function(e){define(t,e,(function(t)
{return this._invoke(e,t)}))}));function AsyncIterator(t,e){function invoke(r,o,i,a){var
c=tryCatch(t[r],t,o);if("throw"!==c.type){var u=c.arg,h=u.value;return h&&"object"===typeof
h&&n.call(h,"__await")?e.resolve(h.__await).then((function(t){invoke("next",t,i,a)}),(function(t)
{invoke("throw",t,i,a)})):e.resolve(h).then((function(t){u.value=t,i(u)}),(function(t){return
invoke("throw",t,i,a)}))}a(c.arg)}var r;o(this,"_invoke",{value:function(t,n){function
callInvokeWithMethodAndArg(){return new e((function(e,r){invoke(t,n,e,r)}))}return r=r?
r.then(callInvokeWithMethodAndArg,callInvokeWithMethodAndArg):callInvokeWithMethodAnd
Arg()}})}function makeInvokeMethod(e,r,n){var o=h;return function(i,a){if(o===f)throw
Error("Generator is already running");if(o===s){if("throw"===i)throw a;return{value:t,done:
!0}}for(n.method=i,n.arg=a;){var c=n.delegate;if(c){var u=maybeInvokeDelegate(c,n);if(u)
{if(u===y)continue;return u}}if("next"===n.method)n.sent=n._sent=n.arg;else
if("throw"===n.method){if(o===h)throw
o=s,n.arg;n.dispatchException(n.arg)}else"return"===n.method&&n.abrupt("return",n.arg);o=f;v
ar p=tryCatch(e,r,n);if("normal"===p.type){if(o=n.done?
s:l,p.arg===y)continue;return{value:p.arg,done:n.done}}"throw"===p.type&&(o=s,n.method="th
row",n.arg=p.arg)}}}function maybeInvokeDelegate(e,r){var
n=r.method,o=e.iterator[n];if(o===t)return
r.delegate=null,"throw"===n&&e.iterator.return&&(r.method="return",r.arg=t,maybeInvokeDeleg
ate(e,r,"throw"===r.method)||"return"!==n&&(r.method="throw",r.arg=new TypeError("The
iterator does not provide a '"+n+"' method")),y;var
i=tryCatch(o,e.iterator,r.arg);if("throw"===i.type)return
r.method="throw",r.arg=i.arg,r.delegate=null,y;var a=i.arg;return a?a.done?
(r[e.resultName]=a.value,r.next=e.nextLoc,"return"
===r.method&&(r.method="next",r.arg=t),r.delegate=null,y):a:(r.method="throw",r.arg=new
TypeError("iterator result is not an object"),r.delegate=null,y)}function pushTryEntry(t){var
e={tryLoc:t[0];1 in t&&(e.catchLoc=t[1]),2 in
t&&(e.finallyLoc=t[2],e.afterLoc=t[3]),this.tryEntries.push(e)}function resetTryEntry(t){var
e=t.completion||{};e.type="normal",delete e.arg,t.completion=e}function Context(t)
{this.tryEntries=[{tryLoc:"root"}],t.forEach(pushTryEntry,this),this.reset(!0)}function values(e)
{if(e!=""===e){var r=e[a];if(r)return r.call(e);if("function"===typeof e.next)return e;if(!
isNaN(e.length)){var o=-1,i=function next(){for(++o<e.length;){if(n.call(e,o))return
next.value=e[o],next.done=!1,next;return next.value=t,next.done=!0,next};return i.next=i}}throw
new TypeError(typeof e+" is not iterable")}return
GeneratorFunction.prototype=GeneratorFunctionPrototype,o(g,"constructor",
{value:GeneratorFunctionPrototype,configurable:
!0}),o(GeneratorFunctionPrototype,"constructor",{value:GeneratorFunction,configurable:
!0}),GeneratorFunction.displayName=define(GeneratorFunctionPrototype,u,"GeneratorFunction
"),e.isGeneratorFunction=function(t){var e="function"===typeof t&&t.constructor;return!!
e&&(e===GeneratorFunction||"GeneratorFunction"===(e.displayName||
e.name))},e.mark=function(t){return Object.setPrototypeOf?
Object.setPrototypeOf(t,GeneratorFunctionPrototype):
(t.__proto__=GeneratorFunctionPrototype,define(t,u,"GeneratorFunction")),t.prototype=Object.
create(g),t,e.awrap=function(t)
{return{__await:t}},defineIteratorMethods(AsyncIterator.prototype),define(AsyncIterator.prototype
e,c,(function(){return this})),e.AsyncIterator=AsyncIterator,e.async=function(t,r,n,o,i){void

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0===i&&(i=Promise);var a=new AsyncIterator(wrap(t,r,n,o),i);return e.isGeneratorFunction(r)?
a:a.next().then((function(t){return t.done?
t.value:a.next()})),defineIteratorMethods(g),define(g,u,"Generator"),define(g,a,(function()
{return this})),define(g,"toString",(function(){return"[object Generator]"})),e.keys=function(t){var
e=Object(t),r=[];for(var n in e)r.push(n);return r.reverse(),function next(){for(;r.length;){var
t=r.pop();if(t in e)return next.value=t,next.done=!1,next}return next.done=!
0,next}},e.values=values,Context.prototype={constructor:Context,reset:function(e)
{if(this.prev=0,this.next=0,this.sent=this._sent=t,this.done=!
1,this.delegate=null,this.method="next",this.arg=t,this.tryEntries.forEach(resetTryEntry),!
e)for(var r in this)"t"===r.charAt(0)&&n.call(this,r)&&!
isNaN(+r.slice(1))&&(this[r]=t)},stop:function(){this.done=!0;var
t=this.tryEntries[0].completion;if("throw"===t.type)throw t.arg;return
this.rval},dispatchException:function(e){if(this.done)throw e;var r=this;function handle(n,o)
{return a.type="throw",a.arg=e,r.next=n,o&&(r.method="next",r.arg=t,!o)}for(var
o=this.tryEntries.length-1;o>=0;--o){var
i=this.tryEntries[o],a=i.completion;if("root"===i.tryLoc)return
handle("end");if(i.tryLoc<=this.prev){var c=n.call(i,"catchLoc"),u=n.call(i,"finallyLoc");if(c&&u)
{if(this.prev<i.catchLoc)return handle(i.catchLoc,!0);if(this.prev<i.finallyLoc)return
handle(i.finallyLoc)}else if(c){if(this.prev<i.catchLoc)return handle(i.catchLoc,!0)}else{if(!u)throw
Error("try statement without catch or finally");if(this.prev<i.finallyLoc)return
handle(i.finallyLoc)}}},abrupt:function(t,e){for(var r=this.tryEntries.length-1;r>=0;--r){var
o=this.tryEntries[r];if(o.tryLoc<=this.prev&&n.call(o,"finallyLoc")&&this.prev<o.finallyLoc){var
i=o;break}}i&&("break"===t||"continue"===t)&&i.tryLoc<=e&&e<=i.finallyLoc&&(i=null);var a=i?
i.completion:{};return a.type=t,a.arg=e,i?
(this.method="next",this.next=i.finallyLoc,y):this.complete(a)},complete:function(t,e)
{if("throw"===t.type)throw t.arg;return"break"===t.type||"continue"===t.type?
this.next=t.arg:"return"===t.type?
(this.rval=this.arg=t.arg,this.method="return",this.next="end"):"normal"===t.type&&e&&(this.ne
xt=e),y},finish:function(t){for(var e=this.tryEntries.length-1;e>=0;--e){var
r=this.tryEntries[e];if(r.finallyLoc===t)return
this.complete(r.completion,r.afterLoc),resetTryEntry(r),y}},catch:function(t){for(var
e=this.tryEntries.length-1;e>=0;--e){var r=this.tryEntries[e];if(r.tryLoc===t){var
n=r.completion;if("throw"===n.type){var o=n.arg;resetTryEntry(r)}return o}}throw Error("illegal
catch attempt")},delegateYield:function(e,r,n){return
this.delegate={iterator:values(e),resultName:r,nextLoc:n},"next"===this.method&&(this.arg=t),y
},e}', {

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Copyright (c) 2012 TJ Holowaychuk <tj@vision-media.ca>\n * \n\nmodule.exports = mixin;\n\n**\n * Mixin source map support into `compiler`. \n * \n * @param {Object} `compiler` \n * @api public\n * \n\nfunction mixin(compiler) {\n  define(compiler, '_comment', compiler.comment);\n  compiler.map = new utils.SourceMap.SourceMapGenerator();\n  compiler.position = { line: 1, column: 1 };\n  compiler.content = {};\n  compiler.files = {};\n\n  for (var key in exports) {\n    define(compiler, key, exports[key]);\n  }\n\n  /**\n   * Update position. \n   * \n   * @param {String} str\n   * \n   * exports.updatePosition = function(str) {\n   *   var lines = str.match(/\\n/g);\n   *   if (lines) this.position.line += lines.length;\n   *   var i = str.lastIndexOf('\\n');\n   *   this.position.column = ~i ? str.length - i : this.position.column + str.length;\n   *   \n   *   /**\n   *    * Emit `str` with `position`. \n   *    * \n   *    * @param {String} str\n   *    * @param {Object} [pos]\n   *    * @return {String}\n   *    * \n   *    * exports.emit = function(str, node) {\n   *    *   var position = node.position || {};\n   *    *   var source = position.source;\n   *    *   if (source) {\n   *    *     if (position.filepath) {\n   *    *       source = utils.unixify(position.filepath);\n   *    *     }\n   *    *     this.map.addMapping({\n   *    *       source: source,\n   *    *       generated: {\n   *    *         line: this.position.line,\n   *    *         column: Math.max(this.position.column - 1, 0)\n   *    *       },\n   *    *       original: {\n   *    *         line: position.start.line,\n   *    *         column: position.start.column - 1\n   *    *       }\n   *    *     });\n   *    *     if (position.content) {\n   *    *       this.addContent(source, position);\n   *    *     }\n   *    *     if (position.filepath) {\n   *    *       this.addFile(source, position);\n   *    *     }\n   *    *     this.updatePosition(str);\n   *    *     this.output += str;\n   *    *   }\n   *    *   return str;\n   *    * }\n   *   \n   *   /**\n   *    * Adds a file to the source map output if it has not already been added\n   *    * \n   *    * @param {String} `file`\n   *    * \n   *    * @param {Object} `pos`\n   *    * \n   *    * exports.addFile = function(file, position) {\n   *    *   if (typeof position.content !== 'string') return;\n   *    *   if (Object.prototype.hasOwnProperty.call(this.files, file)) return;\n   *    *   this.files[file] = position.content;\n   *    *   \n   *    *   /**\n   *    *    * Adds a content source to the source map output if it has not already been added\n   *    *    * \n   *    *    * @param {String} `source`\n   *    *    * @param {Object} `position`\n   *    *    * \n   *    *    * exports.addContent = function(source, position) {\n   *    *    *   if (typeof position.content !== 'string') return;\n   *    *    *   if (Object.prototype.hasOwnProperty.call(this.content, source)) return;\n   *    *    *   this.map.setSourceContent(source, position.content);\n   *    *    *   \n   *    *    *   /**\n   *    *    *    * Applies any original source maps to the output and embeds the source file\n   *    *    *    *    * contents in the source map. \n   *    *    *    * \n   *    *    *    * exports.applySourceMaps = function() {\n   *    *    *    *   Object.keys(this.files).forEach(function(file) {\n   *    *    *    *     var content = this.files[file];\n   *    *    *    *     this.map.setSourceContent(file, content);\n   *    *    *    *     \n   *    *    *     if (this.options.inputSourceMaps === true) {\n   *    *    *       var originalMap =\n   *    *    *         utils.sourceMapResolve.resolveSync(content, file, fs.readFileSync);\n   *    *    *       if (originalMap) {\n   *    *    *         var map = new utils.SourceMap.SourceMapConsumer(originalMap.map);\n   *    *    *         var relativeTo = originalMap.sourcesRelativeTo;\n   *    *    *         this.map.applySourceMap(map, file,\n   *    *    *           utils.unixify(path.dirname(relativeTo)));\n   *    *    *       }\n   *    *     }\n   *    *     \n   *    *     /**\n   *    *      * Process comments, drops sourceMap comments. \n   *    *      * \n   *    *      * @param {Object} node\n   *    *      * \n   *    *      * exports.comment = function(node) {\n   *    *      *   if (/^# sourceMappingURL=/.test(node.comment)) {\n   *    *      *     return this.emit('', node.position);\n   *    *      *   }\n   *    *      *   return this._comment(node);\n   *    *      * }\n   *    *     \n   *    *     /**\n   *    *      * sourceURL=webpack://@nicolo-ribaudo/chokidar-2/./node_modules/snapdragon/lib/source-maps.js?");

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Copyright (c) 2014-2015 Jon Schlinkert, contributors.\n * Licensed under the MIT License\n * \n\n\nvar isObject = __webpack_require__(/* isobject */ './node_modules/isobject/index.js');\n\nmodule.exports = function pick(obj, keys) {\n  if (!isObject(obj) && typeof obj !== 'function') {\n    return {};\n  }\n\n  var res = {};\n  if (typeof keys === 'string') {\n    if (keys in obj) {\n      res[keys] = obj[keys];\n    }\n    return res;\n  }\n\n  var len = keys.length;\n  var idx = -1;\n  while (++idx < len) {\n    var key = keys[idx];\n    if (key in obj) {\n      res[key] = obj[key];\n    }\n  }\n  return res;\n};\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/./node_modules/object.pick/index.js?");

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Copyright (c) 2014-2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n * \n\n\nvar split = __webpack_require__(/* split-string */ './node_modules/split-string/index.js');\nvar extend = __webpack_require__(/* extend-shallow */ './node_modules/extend-shallow/index.js');\nvar isPlainObject = __webpack_require__(/* is-plain-object */ './node_modules/is-plain-object/index.js');\nvar isObject = __webpack_require__(/* is-extendable */ './node_modules/is-extendable/index.js');\n\nmodule.exports = function(obj,

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prop, val) {\n if (!isObject(obj)) {\n return obj;\n }\n\n if (Array.isArray(prop)) {\n prop =  
    [].concat.apply([], prop).join('.');\n }\n\n if (typeof prop !== 'string') {\n return obj;\n }\n\n var keys  
    = split(prop, {sep: '.', brackets: true}).filter(isValidKey);\n\n var len = keys.length;\n\n var idx = -1;\n\n var current = obj;\n\n while (++idx < len) {\n var key = keys[idx];\n\n if (idx !== len - 1) {\n if (!  
    isObject(current[key])) {\n current[key] = {};\n }\n\n current = current[key];\n continue;\n }\n\n if  
    (isPlainObject(current[key]) && isPlainObject(val)) {\n current[key] = extend({}, current[key],  
    val);\n }\n else {\n current[key] = val;\n }\n }\n\n return obj;\n };\n\nfunction isValidKey(key) {\n  
return key !== '__proto__' && key !== 'constructor' && key !== 'prototype';\n}\n\n\n//  
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/set-value/index.js?");
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```
Copyright (c) 2014-2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\nvar typeOf = __webpack_require__(!(kind-of*/\\\"./node_modules/has-values/\nnode_modules/kind-of/index.js\\\"));\nvar isNumber = __webpack_require__(!(is-number*/\\\"./\nnode_modules/is-number/index.js\\\"));\n\nmodule.exports = function hasValue(val) {\n  // is-\nnumber checks for NaN and other edge cases\n  if (isNumber(val)) {\n    return true;\n  }\n\n  switch\n(typeOf(val)) {\n    case 'null':\n    case 'boolean':\n    case 'function':\n      return true;\n    case 'string':\n    case 'arguments':\n      return val.length !== 0;\n    case 'error':\n      return val.message !== \";\n    case\n'array':\n      var len = val.length;\n      if (len === 0) {\n        return false;\n      }\n      for (var i = 0; i < len; i++) {\n        if (hasValue(val[i])) {\n          return true;\n        }\n      }\n      return false;\n    case 'file':\n    case 'map':\n    case 'set':\n      return val.size !== 0;\n    case 'object':\n      var keys = Object.keys(val);\n      if (keys.length === 0) {\n        return false;\n      }\n      for (var i = 0; i < keys.length; i++) {\n        var key = keys[i];\n        if\n(hasValue(val[key])) {\n          return true;\n        }\n      }\n      return false;\n    default:\n      return false;\n  }\n}\n\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/has-values/\nindex.js?");
```

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Copyright (c) 2014-2015, 2017, Jon Schlinkert. * Released under the MIT License. * /
\n\n\n\nvar util = __webpack_require__(/* util */ \"util\");\nvar isNumber =
__webpack_require__(/* is-number */ \"./node_modules/is-number/index.js\");\nvar extend =
__webpack_require__(/* extend-shallow */ \"./node_modules/extend-shallow/index.js\");\nvar
repeat = __webpack_require__(/* repeat-string */ \"./node_modules/repeat-string/
index.js\");\nvar toRegex = __webpack_require__(/* to-regex-range */ \"./node_modules/to-
regex-range/index.js\");\n\n/**\n * Return a range of numbers or letters.\n * * @param {String}
`start` Start of the range\n * * @param {String} `stop` End of the range\n * * @param {String}
`step` Increment or decrement to use.\n * * @param {Function} `fn` Custom function to modify
each element in the range.\n * * @return {Array}\n * * /\n\nfunction fillRange(start, stop, step,
options) {\n  if (typeof start === 'undefined') {\n    return [];\n  }\n  \n  if (typeof stop === 'undefined' ||
start === stop) {\n    // special case, for handling negative zero\n    var isString = typeof start ===
'string';\n    if (isNumber(start) && !toNumber(start)) {\n      return [isString ? '0' : 0];\n    }\n    \n    return
[start];\n  }\n  \n  if (typeof step !== 'number' && typeof step !== 'string') {\n    options = step;\n    step =
undefined;\n  }\n  \n  if (typeof options === 'function') {\n    options = { transform: options };\n  }\n  \n  \n  var opts = extend({step: step}, options);\n  if (opts.step && !isValidNumber(opts.step)) {\n    if
(opts.strictRanges === true) {\n      throw new TypeError('expected options.step to be a
number');\n    }\n    \n    return [];\n  }\n  \n  opts.isNumber = isValidNumber(start) &&
isValidNumber(stop);\n  if (!opts.isNumber && !isValid(start, stop)) {\n    if (opts.strictRanges ===
true) {\n      throw new RangeError('invalid range arguments: ' + util.inspect([start, stop]));\n    }\n    \n    return [];\n  }\n  \n  opts.isPadded = isPadded(start) || isPadded(stop);\n  \n  opts.toString =
opts.stringify\n  || typeof opts.step === 'string'\n  || typeof start === 'string'\n  || typeof stop ===
'string'\n  || !opts.isNumber;\n  \n  if (opts.isPadded) {\n    opts.maxLength =
Math.max(String(start).length, String(stop).length);\n  }\n  \n  // support legacy minimatch/fill-range
options\n  if (typeof opts.optimize === 'boolean') opts.toRegex = opts.optimize;\n  if (typeof
opts.makeRe === 'boolean') opts.toRegex = opts.makeRe;\n  \n  return expand(start, stop,
opts);\n}\n\nfunction expand(start, stop, options) {\n  var a = options.isNumber ?
toNumber(start) : start.charCodeAt(0);\n  var b = options.isNumber ? toNumber(stop) :
stop.charCodeAt(0);\n  \n  var step = Math.abs(toNumber(options.step)) || 1;\n  \n  if
(options.toRegex && step === 1) {\n    return toRange(a, b, start, stop, options);\n  }\n  \n  var zero
= {greater: [], lesser: []};\n  var asc = a < b;\n  var arr = new Array(Math.round((asc ? b - a : a -
b) / step));\n  var idx = 0;\n  \n  while (asc ? a <= b : a >= b) {\n    var val = options.isNumber ? a :

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String.fromCharCode(a);if (options.toRegex && (val >= 0 || !options.isNumber)) {\n
zero.greater.push(val);\n } else {\n zero.lesser.push(Math.abs(val));\n }\n\n if
(options.isPadded) {\n val = zeros(val, options);\n }\n\n if (options.toString) {\n val =
String(val);\n }\n\n if (typeof options.transform === 'function') {\n arr[idx++] =
options.transform(val, a, b, step, idx, arr, options);\n } else {\n arr[idx++] = val;\n }\n\n if (asc) {\n
a += step;\n } else {\n a -= step;\n }\n }\n\n if (options.toRegex === true) {\n return
toSequence(arr, zero, options);\n }\n\n return arr;\n}\n\nfunction toRange(a, b, start, stop,
options) {\n if (options.isPadded) {\n return toRegex(start, stop, options);\n }\n\n if
(options.isNumber) {\n return toRegex(Math.min(a, b), Math.max(a, b), options);\n }\n\n var
start = String.fromCharCode(Math.min(a, b));\n var stop = String.fromCharCode(Math.max(a,
b));\n\n return '[' + start + '-' + stop + '];\n}\n\nfunction toSequence(arr, zeros, options) {\n var
greater = '', lesser = '';\n if (zeros.greater.length) {\n greater = zeros.greater.join('|');\n }\n\n if
(zeros.lesser.length) {\n lesser = '-' + zeros.lesser.join('|') + ');\n }\n\n var res = greater &&
lesser\n ? greater + '|' + lesser\n : greater || lesser;\n\n if (options.capture) {\n return '(' + res +
')';\n }\n\n return res;\n}\n\nfunction zeros(val, options) {\n if (options.isPadded) {\n var str =
String(val);\n var len = str.length;\n var dash = '';\n if (str.charAt(0) === '-') {\n dash = '-';\n }\n str =
str.slice(1);\n }\n\n var diff = options.maxLength - len;\n var pad = repeat('0', diff);\n val = (dash +
pad + str);\n }\n\n if (options.stringify) {\n return String(val);\n }\n\n return val;\n}\n\nfunction
toNumber(val) {\n return Number(val) || 0;\n}\n\nfunction isPadded(str) {\n return /^-?0\l
\d/.test(str);\n}\n\nfunction isValid(min, max) {\n return (isValidNumber(min) || isValidLetter(min))
\n && (isValidNumber(max) || isValidLetter(max));\n}\n\nfunction isValidLetter(ch) {\n return
typeof ch === 'string' && ch.length === 1 && /^[\\w+$/].test(ch);\n}\n\nfunction isValidNumber(n)
{\n return isNumber(n) && /^[\\./].test(n);\n}\n\n/**\n * Expose `fillRange`\n * @type {Function}\n */
\n\nmodule.exports = fillRange;\n\n\n// sourceMappingURL=webpack://@nicolo-ribaudo/chokidar-2/.
\nnode_modules/fill-range/index.js?");
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```
Copyright (c) 2014-2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n// Results cache\nvar res = '';\nvar cache;\n\n/**\n * Expose `repeat`\n */\nmodule.exports = repeat;\n\n/**\n * Repeat the given `string` the specified `number` of times.\n *\n * **Example**\n *\n * ```js\n * var repeat = require('repeat-string');\n * repeat('A', 5);\n * //>\n * AAAAA\n * ```\n *\n * @param {String} `string` The string to repeat\n * @param {Number} `number` The number of times to repeat the string\n * @return {String} Repeated string\n *\n * @api public\n */\nfunction repeat(str, num) {\n  if (typeof str !== 'string') {\n    throw new TypeError('expected a string');\n  }\n\n  // cover common, quick use cases\n  if (num === 1) return str;\n  if (num === 2) return str + str;\n\n  var max = str.length * num;\n  if (cache !== str || typeof cache === 'undefined') {\n    cache = str;\n    res = '';\n  } else if (res.length >= max) {\n    return res.substr(0, max);\n  }\n\n  while (max > res.length && num > 1) {\n    if (num & 1) {\n      res += str;\n    }\n\n    num >>= 1;\n    str += str;\n  }\n\n  res += str;\n  res = res.substr(0, max);\n  return res;\n}\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/repeat-string/index.js?");
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Copyright (c) 2014-2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nmodule.exports = function hasValue(o, noZero) {\n  if (o === null || o === undefined) {\n    return false;\n  }\n  if (typeof o === 'boolean') {\n    return true;\n  }\n  if (typeof o === 'number') {\n    if (o === 0 && noZero === true) {\n      return false;\n    }\n    return true;\n  }\n  if (o.length !==\n    undefined) {\n    return o.length !== 0;\n  }\n  for (var key in o) {\n    if (o.hasOwnProperty(key)) {\n      return true;\n    }\n  }\n  return false;\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/\nchokidar-2/.node_modules/unset-value/node_modules/has-values/index.js?");
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Copyright (c) 2014-2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\n\nmodule.exports = function unique(arr) {\n  if (!Array.isArray(arr)) {\n    throw new\n    TypeError('array-unique expects an array.);\n  }\n  var len = arr.length;\n  var i = -1;\n  while\n  (i++ < len) {\n    var j = i + 1;\n    for (; j < arr.length; ++j) {\n      if (arr[i] === arr[j]) {\n        arr.splice(j--,\n        1);\n      }\n    }\n  }\n  return arr;\n};\n\nmodule.exports.immutable = function uniqueImmutable(arr) {\n  if (!Array.isArray(arr)) {\n    throw new TypeError('array-unique expects an array.);\n  }\n  var\n  arrLen = arr.length;\n  var newArr = new Array(arrLen);\n  for (var i = 0; i < arrLen; i++) {\n
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newArr[i] = arr[i];\n }\n\n return module.exports(newArr);\n}\n\n// sourceURL=webpack://\n@nicolo-ribaudo/chokidar-2/.node_modules/array-unique/index.js?");
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Copyright (c) 2014-2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nvar  
isArray = __webpack_require__(/*! isArray */ \"./node_modules/isarray/  
index.js\");\n\nmodule.exports = function isObject(val) {\n  return val != null && typeof val ===  
'object' && isArray(val) === false;\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/unset-value/node_modules/has-value/node_modules/isobject/  
index.js?");
```

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Copyright (c) 2014-2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nvar\n  typeOf = __webpack_require__(\"/* kind-of */\"./node_modules/is-number/node_modules/kind-of/index.js\");\n\nmodule.exports = function isNumber(num) {\n  var type = typeOf(num);\n\n  if (type === 'string') {\n    if (!num.trim()) return false;\n  } else if (type !== 'number') {\n    return false;\n  }\n\n  return (num - num + 1) >= 0;\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2./node_modules/is-number/index.js?");
```

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Copyright (c) 2014-2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\nmodule.exports = function(obj, prop, a, b, c) {\n  if (!isObject(obj) || !prop) {\n    return obj;\n  }\n\n  prop = toString(prop);\n  // allowing for multiple properties to be passed as\n  // a string or array, but much faster (3-4x) than doing\n  // [].slice.call(arguments)\n  if (a) prop += ' ' + toString(a);\n  if (b) prop += ' ' + toString(b);\n  if (c) prop += ' ' + toString(c);\n\n  if (prop in obj) {\n    return obj[prop];\n  }\n\n  var segs = prop.split('.');\n  var len = segs.length;\n  var i = -1;\n\n  while (obj && (++i < len)) {\n    var key = segs[i];\n    while (key[key.length - 1] === '\\\\') {\n      key = key.slice(0, -1) + ' ' + segs[++i];\n    }\n    obj = obj[key];\n  }\n\n  return obj;\n};\n\nfunction isObject(val) {\n  return val !== null && (typeof val === 'object' || typeof val === 'function');\n}\n\nfunction toString(val) {\n  if (!val) return '';\n  if (Array.isArray(val)) return val.join('.');\n  return val;\n}\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/get-value/index.js?");
```

```
Copyright (c) 2014-2016, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nvar  
isObject = __webpack_require__(/*! isobject */ \"./node_modules/unset-value/node_modules/  
has-value/node_modules/isobject/index.js\");\nvar hasValues = __webpack_require__(/*! has-  
values */ \"./node_modules/unset-value/node_modules/has-values/index.js\");\nvar get =  
__webpack_require__(/*! get-value */ \"./node_modules/get-value/  
index.js\");\n\nmodule.exports = function(obj, prop, noZero) {\n  if (isObject(obj)) {\n    return  
hasValues(get(obj, prop), noZero);\n  }\n  return hasValues(obj, prop);\n};\n\n\n\n//  
sourceURL=webpack://@nicolo-ribaudo/chokidar-2./node_modules/unset-value/  
node_modules/has-value/index.js?");
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```
Copyright (c) 2014-2016, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\nmodule.exports = function isExtglob(str) {\n  if (typeof str !== 'string' || str === '') {\n    return false;\n  }\n  var match;\n  while ((match = /(\\[[^\\]]*\\]|\\(?!\\)[^)]*(\\)|\\$)/.exec(str))) {\n    if (match[2])\n      return true;\n    str = str.slice(match.index + match[0].length);\n  }\n  return false;\n};\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2./node_modules/is-extglob/index.js?");
```

```
Copyright (c) 2014-2017, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nvar  
isObject = __webpack_require__(/*! isobject */ "\\.node_modules/isobject/index.js");\nvar  
hasValues = __webpack_require__(/*! has-values */ "\\.node_modules/has-values/  
index.js");\nvar get = __webpack_require__(/*! get-value */ "\\.node_modules/get-value/  
index.js");\n\nmodule.exports = function(val, prop) {\n  return hasValues(isObject(val)) &&  
    prop ? get(val, prop) : val;\n};\n\n\n// # sourceMappingURL=webpack://@nicolo-ribaudo/chokidar-2./  
node_modules/has-value/index.js?");
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```
Copyright (c) 2014-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\nmodule.exports = function (arr) {\n  return flat(arr, []);\n};\n\nfunction flat(arr, res) {\n  var i = 0;\n  var len = arr.length;\n  for (; i < len; i++) {\n    var cur = arr[i];\n    Array.isArray(cur) ? flat(cur,
```



```
Copyright (c) 2014-2018, Jon Schlinkert.\n * Released under the MIT License.\n */
\n\nmodule.exports = function(path, stripTrailing) {\n if (typeof path !== 'string') {\n throw new
TypeError('expected path to be a string');\n }\n\n if (path === '\\\\' || path === '/') return '/';\n\n
var len = path.length;\n if (len <= 1) return path;\n\n // ensure that win32 namespaces has two
leading slashes, so that the path is\n // handled properly by the win32 version of path.parse()
after being normalized\n // https://msdn.microsoft.com/library/windows/desktop/
aa365247(v=vs.85).aspx#namespaces\n var prefix = '';\n if (len > 4 && path[3] === '\\\\') {\n var
ch = path[2];\n if ((ch === '?' || ch === '.') && path.slice(0, 2) === '\\\\\\\\') {\n path =
path.slice(2);\n prefix = '/';\n }\n\n var segs = path.split(/[\\\\\\]+/);\n if (stripTrailing !== false
&& segs[segs.length - 1] === '') {\n segs.pop();\n }\n\n return prefix + segs.join('/');\n};\n\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/normalize-path/
index.js?");
```

```
Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\nvar
isDescriptor = __webpack_require__(/*! is-descriptor */ './node_modules/is-descriptor/
index.js');\n\nmodule.exports = function defineProperty(obj, prop, val) {\n if (typeof obj !==
'object' && typeof obj !== 'function') {\n throw new TypeError('expected an object or
function.);\n }\n\n if (typeof prop !== 'string') {\n throw new TypeError('expected `prop` to be a
string.);\n }\n\n if (isDescriptor(val) && ('set' in val || 'get' in val)) {\n return
Object.defineProperty(obj, prop, val);\n }\n\n return Object.defineProperty(obj, prop, {\n
configurable: true,\n enumerable: false,\n writable: true,\n value: val\n });\n};\n\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/base/node_modules/
define-property/index.js?");
```

```
Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\nvar
isDescriptor = __webpack_require__(/*! is-descriptor */ './node_modules/is-descriptor/
index.js');\n\nmodule.exports = function defineProperty(obj, prop, val) {\n if (typeof obj !==
'object' && typeof obj !== 'function') {\n throw new TypeError('expected an object or
function.);\n }\n\n if (typeof prop !== 'string') {\n throw new TypeError('expected `prop` to be a
string.);\n }\n\n if (isDescriptor(val) && ('set' in val || 'get' in val)) {\n return
Object.defineProperty(obj, prop, val);\n }\n\n return Object.defineProperty(obj, prop, {\n
configurable: true,\n enumerable: false,\n writable: true,\n value: val\n });\n};\n\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/extglob/node_modules/
define-property/index.js?");
```

```
Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\nvar
isDescriptor = __webpack_require__(/*! is-descriptor */ './node_modules/is-descriptor/
index.js');\n\nmodule.exports = function defineProperty(obj, prop, val) {\n if (typeof obj !==
'object' && typeof obj !== 'function') {\n throw new TypeError('expected an object or
function.);\n }\n\n if (typeof prop !== 'string') {\n throw new TypeError('expected `prop` to be a
string.);\n }\n\n if (isDescriptor(val) && ('set' in val || 'get' in val)) {\n return
Object.defineProperty(obj, prop, val);\n }\n\n return Object.defineProperty(obj, prop, {\n
configurable: true,\n enumerable: false,\n writable: true,\n value: val\n });\n};\n\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/snapdragon-node/
node_modules/define-property/index.js?");
```

```
Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\n\nvar
isObject = __webpack_require__(/*! isobject */ './node_modules/isobject/
index.js');\n\nmodule.exports = function visit(thisArg, method, target, val) {\n if (!
isObject(thisArg) && typeof thisArg !== 'function') {\n throw new Error('object-visit expects
`thisArg` to be an object.);\n }\n\n if (typeof method !== 'string') {\n throw new Error('object-visit
expects `method` name to be a string');\n }\n\n if (typeof thisArg[method] !== 'function') {\n
return thisArg;\n }\n\n var args = [].slice.call(arguments, 3);\n target = target || {};\n\n for (var
key in target) {\n var arr = [key, target[key]].concat(args);\n thisArg[method].apply(thisArg,
arr);\n }\n\n return thisArg;\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.
node_modules/object-visit/index.js?");
```



```
Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isObject = __webpack_require__(/*! isobject */ \"./node_modules/isobject/index.js\");\nvar has  
= __webpack_require__(/*! has-value */ \"./node_modules/unset-value/node_modules/has-  
value/index.js\");\n\nmodule.exports = function unset(obj, prop) {\n  if (!isObject(obj)) {\n    throw  
new TypeError('expected an object.');\n  }\n  if (obj.hasOwnProperty(prop)) {\n    delete obj[prop];\n  }\n  return true;\n}\n\nif (has(obj, prop)) {\n  var segs = prop.split('.');\n  var last = segs.pop();\n  while (segs.length && segs[segs.length - 1].slice(-1) === '\\\\') {\n    last = segs.pop().slice(0, -1) +  
'.' + last;\n  }\n  while (segs.length) obj = obj[prop = segs.shift()];\n  return (delete obj[last]);\n}\n\nreturn true;\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/  
unset-value/index.js?\";
```

```
Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n\nvar repeat = __webpack_require__(/*? repeat-string */\n"/node_modules/repeat-string/index.js");\nvar isNumber = __webpack_require__(/*? is-number */\n"/node_modules/is-number/index.js");\nvar cache = {};\n\nfunction toRegexRange(min, max, options) {\n  if (isNumber(min) === false) {\n    throw new RangeError('toRegexRange: first argument is invalid.');
```

```

obj.string = zeros + obj.pattern + toQuantifier(obj.digits);\n tokens.push(obj);\n start = range +
1;\n prev = obj;\n }\n\n return tokens;\n\n\nfunction filterPatterns(arr, comparison, prefix,
intersection, options) {\n var res = [];\n\n for (var i = 0; i < arr.length; i++) {\n var tok = arr[i];\n var ele = tok.string;\n\n if (options.relaxZeros !== false) {\n if (prefix === '-' && ele.charAt(0)
=== '0') {\n if (ele.charAt(1) === '{') {\n ele = '0*' + ele.replace(/^(0\\{\\d+\\})/, "");\n } else {\n ele =
'0*' + ele.slice(1);\n }\n }\n\n if (!intersection && !contains(comparison, 'string', ele)) {\n
res.push(prefix + ele);\n }\n\n if (intersection && contains(comparison, 'string', ele)) {\n
res.push(prefix + ele);\n }\n }\n\n return res;\n\n\n**\n * Zip strings (`for in` can be used on string
characters)\n *\n\nfunction zip(a, b) {\n var arr = [];\n for (var ch in a) arr.push([a[ch], b[ch]]);\n
return arr;\n\n\nfunction compare(a, b) {\n return a > b ? 1 : b > a ? -1 : 0;\n\n\nfunction
push(arr, ele) {\n if (arr.indexOf(ele) === -1) arr.push(ele);\n return arr;\n\n\nfunction
contains(arr, key, val) {\n for (var i = 0; i < arr.length; i++) {\n if (arr[i][key] === val) {\n return
true;\n }\n }\n return false;\n\n\nfunction countNines(min, len) {\n return String(min).slice(0, -
len) + repeat('9', len);\n\n\nfunction countZeros(integer, zeros) {\n return integer - (integer %
Math.pow(10, zeros));\n\n\nfunction toQuantifier(digits) {\n var start = digits[0];\n var stop =
digits[1] ? ('.' + digits[1]) : '';\n\n if (!stop && (!start || start === 1)) {\n return '';\n }\n return '{' + start
+ stop + '}';\n\n\nfunction toCharacterClass(a, b) {\n return '[' + a + ((b - a === 1) ? '' : '-') + b +
']';\n\n\nfunction padding(str) {\n return '/' + str + '\\d\\.exec(str);\n\n\nfunction padZeros(val, tok)
{\n if (tok.isPadded) {\n var diff = Math.abs(tok.maxLen - String(val).length);\n switch (diff) {\n
case 0:\n return '';\n case 1:\n return '0';\n default: {\n return '0' + diff + '}';\n }\n }\n }\n return
val;\n\n\n**\n * Expose `toRegexRange`\n *\n\nmodule.exports = toRegexRange;\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/./node_modules/to-regex-range/index.js?");

```

```

Copyright (c) 2015, 2017, Jon Schlinkert.\n * Released under the MIT License.\n *\n\n\nvar
visit = __webpack_require__(/*! object-visit */ './node_modules/object-visit/index.js');\nvar
mapVisit = __webpack_require__(/*! map-visit */ './node_modules/map-visit/
index.js');\n\nmodule.exports = function(collection, method, val) {\n var result;\n\n if (typeof val
=== 'string' && (method in collection)) {\n var args = [].slice.call(arguments, 2);\n result =
collection[method].apply(collection, args);\n } else if (Array.isArray(val)) {\n result =
mapVisit.apply(null, arguments);\n } else {\n result = visit.apply(null, arguments);\n }\n\n if
(typeof result !== 'undefined') {\n return result;\n }\n\n return collection;\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/./node_modules/collection-visit/index.js?");

```

```

Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n *\n\n\n**\n * Copy
a descriptor from one object to another.\n *\n * ``js\n * function App() {\n * this.cache = {};\n * }\n
\n * App.prototype.set = function(key, val) {\n * this.cache[key] = val;\n * return this;\n * };\n *
\n * Object.defineProperty(App.prototype, 'count', {\n * get: function() {\n * return
Object.keys(this.cache).length;\n * }\n * });\n *\n * copy(App.prototype, 'count', 'len');\n *\n * //
create an instance\n * var app = new App();\n *\n * app.set('a', true);\n * app.set('b', true);\n *
app.set('c', true);\n *\n * console.log(app.count);\n * // => 3\n * console.log(app.len);\n * // => 3\n
\n * @name copy\n * @param {Object} `receiver` The target object\n * @param {Object}
`provider` The provider object\n * @param {String} `from` The key to copy on provider.\n *
\n * @param {String} `to` Optionally specify a new key name to use.\n * @return {Object}\n * @api
public\n *\n\nmodule.exports = function copyDescriptor(receiver, provider, from, to) {\n if (!
isObject(provider) && typeof provider !== 'function') {\n to = from;\n from = provider;\n provider
= receiver;\n }\n\n if (!isObject(receiver) && typeof receiver !== 'function') {\n throw new
TypeError('expected the first argument to be an object');\n }\n\n if (!isObject(provider) && typeof
provider !== 'function') {\n throw new TypeError('expected provider to be an object');\n }\n\n if
(typeof to !== 'string') {\n to = from;\n }\n\n if (typeof from !== 'string') {\n throw new
TypeError('expected key to be a string');\n }\n\n if (!(from in provider)) {\n throw new
Error('property \'' + from + '\'' does not exist');\n }\n\n\n var val =
Object.getOwnPropertyDescriptor(provider, from);\n\n if (val) Object.defineProperty(receiver, to,
val);\n\n\nfunction isObject(val) {\n return {}.toString.call(val) === '[object Object]';\n\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/./node_modules/copy-descriptor/
index.js?");

```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */
\n\n\nmodule.exports = function isExtendable(val) {\n return typeof val !== 'undefined' &&
val !== null\n && (typeof val === 'object' || typeof val === 'function');\n};\n\n\n\n//
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/is-extendable/index.js?");
```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */
\n\n\nmodule.exports = function(receiver, objects) {\n if (receiver === null || typeof receiver
=== 'undefined') {\n throw new TypeError('expected first argument to be an object.');

```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\n\nvar
hasOwn = Object.prototype.hasOwnProperty;\n\n\n\n\n * Expose `MapCache`\n */
\n\n\nmodule.exports = MapCache;\n\n\n\n\n * Creates a cache object to store key/value pairs.\n
*\n * ```\njs\n * var cache = new MapCache();\n * ```\n\n * @api public\n */\n\n\nfunction
MapCache(data) {\n this.__data__ = data || {};\n}\n\n\n\n\n * Adds `value` to `key` on the
cache.\n * ```\njs\n * cache.set('foo', 'bar');\n * ```\n\n * @param {String} `key` The key of the
value to cache.\n * @param {*} `value` The value to cache.\n * @returns {Object} Returns the
`Cache` object for chaining.\n * @api public\n */\n\n\nMapCache.prototype.set = function
mapSet(key, value) {\n if (key !== '__proto__') {\n this.__data__[key] = value;\n }\n\n return
this;\n};\n\n\n\n\n * Gets the cached value for `key`.\n * ```\njs\n * cache.get('foo');\n * //=>
'bar'\n * ```\n\n * @param {String} `key` The key of the value to get.\n * @returns {*} Returns
the cached value.\n * @api public\n */\n\n\nMapCache.prototype.get = function mapGet(key) {\n
return key === '__proto__' ? undefined : this.__data__[key];\n};\n\n\n\n\n * Checks if a cached
value for `key` exists.\n * ```\njs\n * cache.has('foo');\n * //=> true\n * ```\n\n * @param
{String} `key` The key of the entry to check.\n * @returns {Boolean} Returns `true` if an entry
for `key` exists, else `false`.\n * @api public\n */\n\n\nMapCache.prototype.has = function
mapHas(key) {\n return key !== '__proto__' && hasOwn.call(this.__data__, key);\n};\n\n\n\n\n *
Removes `key` and its value from the cache.\n * ```\njs\n * cache.del('foo');\n * ```\n\n *
@title .del\n * @param {String} `key` The key of the value to remove.\n * @returns {Boolean}
Returns `true` if the entry was removed successfully, else `false`.\n * @api public\n */
\n\n\nMapCache.prototype.del = function mapDelete(key) {\n return this.has(key) && delete
this.__data__[key];\n};\n\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.
node_modules/map-cache/index.js?");
```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\n\n\nvar
isDescriptor = __webpack_require__(/*! is-descriptor */ './node_modules/define-property/
node_modules/is-descriptor/index.js');\n\n\n\nmodule.exports = function defineProperty(obj, prop,
val) {\n if (typeof obj !== 'object' && typeof obj !== 'function') {\n throw new TypeError('expected
an object or function.');

```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\n\n\nvar typeOf
= __webpack_require__(/*! kind-of */ './node_modules/define-property/node_modules/is-
accessor-descriptor/node_modules/kind-of/index.js');\n\n\n\n// accessor descriptor properties\nvar
accessor = {\n get: 'function',\n set: 'function',\n configurable: 'boolean',\n enumerable:
'boolean'\n};\n\n\nfunction isAccessorDescriptor(obj, prop) {\n if (typeof prop === 'string') {\n var
```

```
val = Object.getOwnPropertyDescriptor(obj, prop);\n return typeof val !== 'undefined';\n }\n\n if (typeof(obj) !== 'object') {\n return false;\n }\n\n if (has(obj, 'value') || has(obj, 'writable')) {\n return false;\n }\n\n if (!has(obj, 'get') || typeof obj.get !== 'function') {\n return false;\n }\n\n //\n tldr: it's valid to have \"set\" be undefined\n // \"set\" might be undefined if\n\n `Object.getOwnPropertyDescriptor`\n // was used to get the value, and only `get` was defined\n by the user\n\n if (has(obj, 'set') && typeof obj[key] !== 'function' && typeof obj[key] !==\n 'undefined') {\n return false;\n }\n\n for (var key in obj) {\n if (!accessor.hasOwnProperty(key))\n {\n continue;\n }\n\n if (typeof(obj[key]) === accessor[key]) {\n continue;\n }\n\n if (typeof\n obj[key] !== 'undefined') {\n return false;\n }\n }\n\n return true;\n\n\n\nfunction has(obj, key) {\n return {}.hasOwnProperty.call(obj, key);\n}\n\n\n/**\n * Expose `isAccessorDescriptor`\n */\n\nmodule.exports = isAccessorDescriptor;\n\n\n// sourceURL=webpack://@nicolo-ribaudo/\nchokidar-2/.node_modules/define-property/node_modules/is-accessor-descriptor/index.js?");
```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nvar typeOf = __webpack_require__(/*! kind-of */\"./node_modules/define-property/node_modules/is-data-descriptor/node_modules/kind-of/index.js\");\n\n\n// data descriptor properties\nvar data = {\n  configurable: 'boolean',\n  enumerable: 'boolean',\n  writable: 'boolean'\n};\n\nfunction\nisDataDescriptor(obj, prop) {\n  if (typeof(obj) !== 'object') {\n    return false;\n  }\n\n  if (typeof prop === 'string') {\n    var val = Object.getOwnPropertyDescriptor(obj, prop);\n    return typeof val !== 'undefined';\n  }\n\n  if (!('value' in obj) && !('writable' in obj)) {\n    return false;\n  }\n\n  for (var key in obj) {\n    if (key === 'value') continue;\n\n    if (!data.hasOwnProperty(key)) {\n      continue;\n    }\n\n    if (typeof(obj[key]) === data[key]) {\n      continue;\n    }\n\n    if (typeof obj[key] !== 'undefined') {\n      return false;\n    }\n  }\n\n  return true;\n}\n\n\n/**\n * Expose `isDataDescriptor`\n */\nmodule.exports = isDataDescriptor;\n\n\n\n//# sourceMappingURL=webpack://@nicolo-ribaudo/chokidar-2/. /node_modules/define-property/node_modules/is-data-descriptor/index.js?");
```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n */\n\n\nvar typeOf = __webpack_require__(/*! kind-of */\"./node_modules/to-object-path/node_modules/kind-of/index.js\");\n\nmodule.exports = function toPath(args) {\n  if (typeof(args) !== 'arguments') {\n    args = arguments;\n  }\n  return filter(args).join('.');\n};\n\nfunction filter(arr) {\n  var len = arr.length;\n  var idx = -1;\n  var res = [];\n  while (++idx < len) {\n    var ele = arr[idx];\n    if (typeof(ele) === 'arguments' || Array.isArray(ele)) {\n      res.push.apply(res, filter(ele));\n    } else if (typeof ele === 'string') {\n      res.push(ele);\n    }\n  }\n  return res;\n}\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/to-object-path/index.js?");
```

```
Copyright (c) 2015, Jon Schlinkert.\n * Licensed under the MIT License.\n *\nfunction pascalcase(str) {\n if (typeof str !== 'string') {\n throw new TypeError('expected a string.');\n }\n str = str.replace(/[A-Z]/g, ' $1');\n if (str.length === 1) { return str.toUpperCase(); }\n str = str.replace(/^[\\W_]+|[\\W_]$/g, "").toLowerCase();\n str = str.charAt(0).toUpperCase() + str.slice(1);\n return str.replace(/[\\W_]+(\\w|$)/g, function (_, ch) {\n return ch.toUpperCase();\n });\n}\n\nmodule.exports = pascalcase;\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/pascalcase/index.js?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\n\nmodule.exports = function base(app, options) {\n  if (!isObject(app) && typeof app !==\n  'function') {\n    throw new TypeError('expected an object or function');\n  }\n\n  var opts =\n  isObject(options) ? options : {};\n\n  var prop = typeof opts.prop === 'string' ? opts.prop : 'fns';\n\n  if (!Array.isArray(app[prop])) {\n    define(app, prop, []);\n  }\n\n  /**\n   * Define a plugin function to be\n   * passed to use. The only\n   * parameter exposed to the plugin is `app`, the object or function.\n   * passed to `use(app)`. `app` is also exposed as `this` in plugins.\n   *\n   * Additionally, **if a plugin\n   * returns a function, the function will\n   * be pushed onto the `fns` array**, allowing the plugin to be\n   * called at a later point by the `run` method.\n   *\n   * ````js\n   * var use = require('use');\n   *\n   * // define a plugin\n   * function foo(app) {\n   *   // do stuff\n   * }\n   *\n   * var app = function(){};\n   *\n   * use(app);\n   *\n   * // register plugins\n   * app.use(foo);\n   * app.use(bar);\n   * app.use(baz);\n   *\n   * ````\n   *\n   * @name .use\n   * @param {Function} `fn` plugin function to call\n   * @api public\n   */\n\n  define(app, 'use', use);\n\n  /**\n   * Run all plugins on `fns`. Any plugin that returns a function\n   * when called by `use` is pushed onto the `fns` array.\n   *\n   * ````js\n   * var config = {};\n   *`
```



```
app.run(config);\n * ``\n * @name .run\n * @param {Object} `value` Object to be modified by plugins.\n * @return {Object} Returns the object passed to `run`\n * @api public\n */\n\nfunction define(app, 'run', function(val) {\n  if (!isObject(val)) return;\n  if (!val.use || !val.run) {\n    define(val, prop, val[prop] || []);\n    define(val, 'use', use);\n  }\n  if (!val[prop] || val[prop].indexOf(base) === -1) {\n    val.use(base);\n    var self = this || app;\n    var fns = self[prop];\n    var len = fns.length;\n    var idx = -1;\n    while (++idx < len) {\n      val.use(fns[idx]);\n    }\n    return val;\n  });\n  /**\n   * Call plugin `fn`. If a function is returned push it to the `fns` array to be called by the `run` method.\n   */\n  function use(type, fn, options) {\n    var offset = 1;\n    if (typeof type === 'string' || Array.isArray(type)) {\n      fn = wrap(type, fn);\n      offset++;\n    } else {\n      options = fn;\n      fn = type;\n    }\n    if (typeof fn !== 'function') {\n      throw new TypeError('expected a function');\n    }\n    self = this || app;\n    var fns = self[prop];\n    var args = [].slice.call(arguments, offset);\n    args.unshift(self);\n    if (typeof opts.hook === 'function') {\n      opts.hook.apply(self, args);\n    }\n    var val = fn.apply(self, args);\n    if (typeof val === 'function' && fns.indexOf(val) === -1) {\n      fns.push(val);\n    }\n    return self;\n  }\n  /**\n   * Wrap a named plugin function so that it's only called on objects of the given `type`\n   */\n  function wrap(type, fn) {\n    return function plugin() {\n      return this.type === type ? fn.apply(this, arguments) : plugin;\n    };\n  }\n  return app;\n});\n\nfunction isObject(val) {\n  return val && typeof val === 'object' && !Array.isArray(val);\n}\n\nfunction define(obj, key, val) {\n  Object.defineProperty(obj, key, {\n    configurable: true,\n    writable: true,\n    value: val\n  });\n}\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/use/index.js?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.* Released under the MIT License.\n *\\n\\n\\nvar
extend = __webpack_require__(/*! extend-shallow */"/.node_modules/split-string/
node_modules/extend-shallow/index.js\\");\\n\\nmodule.exports = function(str, options, fn) {\\n if
(typeof str !== 'string') {\\n throw new TypeError('expected a string');\\n }\\n\\n if (typeof options
=== 'function') {\\n fn = options;\\n options = null;\\n }\\n\\n // allow separator to be defined as a
string\\n if (typeof options === 'string') {\\n options = { sep: options };\\n }\\n\\n\\n var opts =
extend({sep: '.'}, options);\\n var quotes = opts.quotes || ['"', "'", '`'];\\n var brackets;\\n\\n if
(opts.brackets === true) {\\n brackets = {\\n '<': '>',\\n '(': ')',\\n '[': ']',\\n '{': '}'\\n };\\n } else if
(opts.brackets) {\\n brackets = opts.brackets;\\n }\\n\\n var tokens = [];\\n var stack = [];\\n var arr =
[];\\n var sep = opts.sep;\\n var len = str.length;\\n var idx = -1;\\n var closeldx;\\n\\n function
expected() {\\n if (brackets && stack.length) {\\n return brackets[stack[stack.length - 1]];\\n }\\n\\n
while (++idx < len) {\\n var ch = str[idx];\\n var next = str[idx + 1];\\n var tok = { val: ch, idx:
idx, arr: arr, str: str };\\n tokens.push(tok);\\n\\n if (ch === '\\\\') {\\n tok.val = keepEscaping(opts,
str, idx) === true ? (ch + next) : next;\\n tok.escaped = true;\\n if (typeof fn === 'function') {\\n
fn(tok);\\n }\\n arr[arr.length - 1] += tok.val;\\n idx++;\\n continue;\\n }\\n\\n if (brackets &&
brackets[ch]) {\\n stack.push(ch);\\n var e = expected();\\n var i = idx + 1;\\n\\n if (str.indexOf(e, i +
1) !== -1) {\\n while (stack.length && i < len) {\\n var s = str[++i];\\n if (s === '\\\\') {\\n s++;\\n
continue;\\n }\\n\\n if (quotes.indexOf(s) !== -1) {\\n i = getClosingQuote(str, s, i + 1);\\n
continue;\\n }\\n\\n e = expected();\\n if (stack.length && str.indexOf(e, i + 1) === -1) {\\n break;\\n }
\\n\\n if (brackets[s]) {\\n stack.push(s);\\n continue;\\n }\\n\\n if (e === s) {\\n stack.pop();\\n }\\n }\\n }
\\n\\n closeldx = i;\\n if (closeldx === -1) {\\n arr[arr.length - 1] += ch;\\n continue;\\n }\\n\\n ch =
str.slice(idx, closeldx + 1);\\n tok.val = ch;\\n tok.idx = idx = closeldx;\\n }\\n\\n if
(quotes.indexOf(ch) !== -1) {\\n closeldx = getClosingQuote(str, ch, idx + 1);\\n if (closeldx ===
-1) {\\n arr[arr.length - 1] += ch;\\n continue;\\n }\\n\\n if (keepQuotes(ch, opts) === true) {\\n ch =
str.slice(idx, closeldx + 1);\\n } else {\\n ch = str.slice(idx + 1, closeldx);\\n }\\n\\n tok.val = ch;\\n
tok.idx = idx = closeldx;\\n }\\n\\n if (typeof fn === 'function') {\\n fn(tok, tokens);\\n ch = tok.val;\\n
idx = tok.idx;\\n }\\n\\n if (tok.val === sep && tok.split !== false) {\\n arr.push("");\\n continue;\\n }\\n\\n
arr[arr.length - 1] += tok.val;\\n }\\n\\n return arr;\\n};\\n\\nfunction getClosingQuote(str, ch, i,
brackets) {\\n var idx = str.indexOf(ch, i);\\n if (str.charAt(idx - 1) === '\\\\') {\\n return
getClosingQuote(str, ch, idx + 1);\\n }\\n return idx;\\n}\\n\\nfunction keepQuotes(ch, opts) {\\n if
(opts.keepDoubleQuotes === true && ch === '"') return true;\\n if (opts.keepSingleQuotes ===
true && ch === "'"') return true;\\n return opts.keepQuotes;\\n}\\n\\nfunction keepEscaping(opts,
str, idx) {\\n if (typeof opts.keepEscaping === 'function') {\\n return opts.keepEscaping(str,
```

```
idx);\n }\n\n return opts.keepEscaping === true || str[idx + 1] === '\\\\\\\\';\n}\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/split-string/index.js?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isPlainObject = __webpack_require__(/*! is-plain-object */ \"./node_modules/is-plain-object/  
index.js\");\n\nmodule.exports = function isExtensible(val) {\n return isPlainObject(val) || typeof  
val === 'function' || Array.isArray(val);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/micromatch/node_modules/is-extensible/index.js?);
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isPlainObject = __webpack_require__(/*! is-plain-object */ \"./node_modules/is-plain-object/  
index.js\");\n\nmodule.exports = function isExtensible(val) {\n return isPlainObject(val) || typeof  
val === 'function' || Array.isArray(val);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/mixin-deep/node_modules/is-extensible/index.js?);
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isPlainObject = __webpack_require__(/*! is-plain-object */ \"./node_modules/is-plain-object/  
index.js\");\n\nmodule.exports = function isExtendable(val) {\n  return isPlainObject(val) || typeof  
val === 'function' || Array.isArray(val);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/nanomatch/node_modules/is-extendable/index.js?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isPlainObject = __webpack_require__(/*! is-plain-object */ \"./node_modules/is-plain-object/  
index.js\");\n\nmodule.exports = function isExtensible(val) {\n return isPlainObject(val) || typeof  
val === 'function' || Array.isArray(val);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/regext-not/node_modules/is-extensible/index.js?);
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isPlainObject = __webpack_require__(/*! is-plain-object */ \"./node_modules/is-plain-object/  
index.js\");\n\nmodule.exports = function isExtensible(val) {\n return isPlainObject(val) || typeof  
val === 'function' || Array.isArray(val);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/split-string/node_modules/is-extensible/index.is?\";
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
isPlainObject = __webpack_require__(/*! is-plain-object */ \"./node_modules/is-plain-object/  
index.js\");\n\nmodule.exports = function isExtensible(val) {\n return isPlainObject(val) || typeof  
val === 'function' || Array.isArray(val);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/to-regexp/node_modules/is-extensible/index.js?")
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\n\nvar  
typeOf = __webpack_require__(/* kind-of */ \"./node_modules/define-property/node_modules/  
kind-of/index.js\");\nvar isAccessor = __webpack_require__(/* is-accessor-descriptor */ \"./  
node_modules/define-property/node_modules/is-accessor-descriptor/index.js\");\nvar isData =  
__webpack_require__(/* is-data-descriptor */ \"./node_modules/define-property/  
node_modules/is-data-descriptor/index.js\");\n\nmodule.exports = function isDescriptor(obj,  
key) {\n  if (typeof(obj) !== 'object') return false;\n  if ('get' in obj) return isAccessor(obj,  
key);\n  return isData(obj, key);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/node_modules/define-property/node_modules/is-descriptor/index.js?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar\n  typeOf = __webpack_require__(/* kind-of */ './node_modules/kind-of/index.js');\n\n\n//\n// accessor descriptor\n\nvar accessor = {\n  get: 'function',\n  set: 'function',\n  configurable: 'boolean',\n  enumerable: 'boolean'\n};\n\nfunction isAccessorDescriptor(obj, prop) {\n  if (typeof prop === 'string') {\n    var val = Object.getOwnPropertyDescriptor(obj, prop);\n    return typeof val !== 'undefined';\n  }\n\n  if (typeof(obj) !== 'object') {\n    return false;\n  }\n\n  if (has(obj, 'value') || has(obj, 'writable')) {\n    return false;\n  }\n\n  if (!has(obj, 'get') || typeof obj.get !== 'function') {\n    return false;\n  }\n\n  // tldr: it's valid to have "set" be undefined\n  // "set" might be undefined if `Object.getOwnPropertyDescriptor` was used to get the value, and only `get` was defined by the user\n  if (has(obj, 'set') && typeof obj[key] !== 'function' && typeof
```

```
obj[key] !== 'undefined') {\n return false;\n }\n\n for (var key in obj) {\n if (!\n accessor.hasOwnProperty(key)) {\n continue;\n }\n\n if (typeof(obj[key]) === accessor[key]) {\n continue;\n }\n\n if (typeof obj[key] !== 'undefined') {\n return false;\n }\n }\n\n return true;\n}\n\nfunction has(obj, key) {\n return {}.hasOwnProperty.call(obj, key);\n}\n\n/**\n * Expose\n `isAccessorDescriptor`\n */\n\nmodule.exports = isAccessorDescriptor;\n\n\n\n//#\nsourceURL=webpack://@nicolo-ribaudo/chokidar-2./node_modules/is-accessor-descriptor/\nindex.js?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
typeOf = __webpack_require__(/*! kind-of */ \"./node_modules/kind-of/  
index.js\");\n\nmodule.exports = function isDataDescriptor(obj, prop) {\n // data descriptor  
properties\n var data = {\n configurable: 'boolean',\n enumerable: 'boolean',\n writable:  
'boolean'\n };\n if (typeof(obj) !== 'object') {\n return false;\n }\n if (typeof prop === 'string')  
\n var val = Object.getOwnPropertyDescriptor(obj, prop);\n return typeof val !==  
'undefined';\n }\n if (!('value' in obj) && !('writable' in obj)) {\n return false;\n }\n for (var key in  
obj) {\n if (key === 'value') continue;\n if (!data.hasOwnProperty(key)) {\n continue;\n }\n if  
(typeof obj[key]) === data[key]) {\n continue;\n }\n if (typeof obj[key] !== 'undefined') {\n  
return false;\n }\n }\n return true;\n};\n\n\n/# sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/is-data-descriptor/index.is?");
```

```
Copyright (c) 2015-2017, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\nvar  
typeOf = __webpack_require__ (!* kind-of */ \\.node_modules/kind-of/index.js");\nvar  
isAccessor = __webpack_require__ (!* is-accessor-descriptor */ \\.node_modules/is-accessor-  
descriptor/index.js");\nvar isData = __webpack_require__ (!* is-data-descriptor */ \\./  
node_modules/is-data-descriptor/index.js");\n\nmodule.exports = function isDescriptor(obj,  
key) {\n if (typeOf(obj) !== 'object') {\n return false;\n }\n if ('get' in obj) {\n return isAccessor(obj,  
key);\n }\n return isData(obj, key);\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/  
chokidar-2/.node_modules/is-descriptor/index.js?");
```

```
Copyright (c) 2015-2018, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\\nvar  
isobject = __webpack_require__(/*! isobject */\\"./node_modules/isobject/index.js");\n\\nvar  
isDescriptor = __webpack_require__(/*! is-descriptor */\\"./node_modules/is-descriptor/  
index.js");\n\\nvar define = (typeof Reflect !== 'undefined' && Reflect.defineProperty)\n? Reflect.defineProperty\n: Object.defineProperty;\n\\n\\nmodule.exports = function  
defineProperty(obj, key, val) {\n  if (!isobject(obj) && typeof obj !== 'function' && !  
Array.isArray(obj)) {\n    throw new TypeError('expected an object, function, or array');\n  }\n  \\n  \\n  if (typeof key !== 'string') {\n    throw new TypeError('expected \\'key\' to be a string');\n  }\n  \\n  \\n  if (isDescriptor(val)) {\n    define(obj, key, val);\n    return obj;\n  }\n  \\n  \\n  define(obj, key, {\n    configurable:  
true,\n    enumerable: false,\n    writable: true,\n    value: val\n  });\n  \\n  \\n  return obj;\n};\n\\n\\n\\n//\nsourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/micromatch/  
node_modules/define-property/index.js?");
```

```
Copyright (c) 2015-2018, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n\\nvar  
isobject = __webpack_require__(/*! isobject */\"./node_modules/isobject/index.js\");\n\\nvar  
isDescriptor = __webpack_require__(/*! is-descriptor */\"./node_modules/is-descriptor/  
index.js\");\n\\nvar define = (typeof Reflect !== 'undefined' && Reflect.defineProperty)\n? Reflect.defineProperty\n: Object.defineProperty;\n\\n\\nmodule.exports = function  
defineProperty(obj, key, val) {\n  if (!isobject(obj) && typeof obj !== 'function' && !  
Array.isArray(obj)) {\n    throw new TypeError('expected an object, function, or array');\n  }\n  \\n  \\n  if  
(typeof key !== 'string') {\n    throw new TypeError('expected \"key\" to be a string');\n  }\n  \\n  \\n  if  
(isDescriptor(val)) {\n    define(obj, key, val);\n  }\n  return obj;\n}\n\\n  \\n  \\n  define(obj, key, {\n    configurable:  
true,\n    enumerable: false,\n    writable: true,\n    value: val\n  });\n  \\n  \\n  return obj;\n};\n\\n  \\n  \\n  //  
sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/nanomatch/  
node_modules/define-property/index.js?");
```

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```
isobject = __webpack_require__(/*! isobject */"./node_modules/isobject/index.js");  
isDescriptor = webpack require (/*! is-descriptor */"./node_modules/is-descriptor/
```

```
index.js");\nvar define = (typeof Reflect !== 'undefined' && Reflect.defineProperty)\n ?\n Reflect.defineProperty\n : Object.defineProperty;\n\nmodule.exports = function\n defineProperty(obj, key, val) {\n if (!isObject(obj) && typeof obj !== 'function' && !\n Array.isArray(obj)) {\n throw new TypeError('expected an object, function, or array');\n }\n\n if\n (typeof key !== 'string') {\n throw new TypeError('expected \"key\" to be a string');\n }\n\n if\n (isDescriptor(val)) {\n define(obj, key, val);\n return obj;\n }\n\n define(obj, key, {\n configurable:\n true,\n enumerable: false,\n writable: true,\n value: val\n });\n\n return obj;\n};\n\n\n\n//\n\nsourceURL=webpack://@nicolo-ribaudo/chokidar-2./node_modules/to-regex/node_modules/\n define-property/index.js?");
```

```
Copyright (c) 2015-present, Jon Schlinkert.\n * Licensed under the MIT license.\n *\n\nmodule.exports = function repeat(ele, num) {\n if (Array.prototype.fill) {\n return new\n Array(num).fill(ele);\n }\n\n var arr = new Array(num);\n\n for (var i = 0; i < num; i++) {\n arr[i] =\n ele;\n }\n\n return arr;\n};\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2./\n node_modules/repeat-element/index.js?");
```

```
Copyright (c) 2016, Jon Schlinkert.\n * Licensed under the MIT License.\n *\n\n\nvar copy =\n __webpack_require__ (/* object-copy */ \"./node_modules/object-copy/index.js\");\nvar define =\n __webpack_require__ (/* define-property */ \"./node_modules/define-property/index.js\");\nvar\n util = __webpack_require__ (/* util */ \"util\");\n\n/**\n * Returns a function for extending the\n static properties,\n * prototype properties, and descriptors from the `Parent` constructor\n onto `Child` constructors.\n *\n * `js` var extend = require('static-extend');\n * Parent.extend\n = extend(Parent);\n *\n * // optionally pass a custom merge function as the second arg\n *\n Parent.extend = extend(Parent, function(Child) {\n * Child.prototype.mixin = function(key, val)\n {\n * Child.prototype[key] = val;\n * };\n * };\n *\n * // extend \"child\" constructors\n *\n Parent.extend(Child);\n *\n * // optionally define prototype methods as the second arg\n *\n Parent.extend(Child, {\n * foo: function() {\n * };\n * bar: function() {\n * };\n * });\n *\n * @param\n {Function} `Parent` Parent ctor\n *\n * @param {Function} `extendFn` Optional extend function for\n handling any necessary custom merging. Useful when updating methods that require a specific\n prototype.\n *\n * @param {Function} `Child` Child ctor\n *\n * @param {Object} `proto` Optionally\n pass additional prototype properties to inherit.\n *\n * @return {Object}\n *\n * @api public\n */\n\nfunction extend(Parent, extendFn) {\n if (typeof Parent !== 'function') {\n throw new\n TypeError('expected Parent to be a function.);\n }\n\n return function(Ctor, proto) {\n if (typeof\n Ctor !== 'function') {\n throw new TypeError('expected Ctor to be a function.);\n }\n\n util.inherits(Ctor, Parent);\n copy(Ctor, Parent);\n\n // proto can be null or a plain object\n if\n (typeof proto === 'object') {\n var obj = Object.create(proto);\n\n for (var k in obj) {\n Ctor.prototype[k] = obj[k];\n }\n\n // keep a reference to the parent prototype\n define(Ctor.prototype, '_parent_', {\n configurable: true,\n set: function() {\n },\n get: function() {\n return Parent.prototype;\n }\n });\n\n if (typeof extendFn === 'function') {\n extendFn(Ctor,\n Parent);\n }\n\n Ctor.extend = extend(Ctor, extendFn);\n\n };\n\n };\n\n\n\n/**\n * Expose `extend`\n *\n module.exports = extend;\n\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2./\n node_modules/static-extend/index.js?");
```

```
Copyright (c) 2016-2017, Jon Schlinkert.\n * Released under the MIT License.\n *\n\n\nvar\n MapCache = __webpack_require__ (/* map-cache */ \"./node_modules/map-cache/\n index.js\");\n\n\n/**\n * Create a new `FragmentCache` with an optional object to use for\n `caches`.\n *\n * `js` var fragment = new FragmentCache();\n *\n * @name\n FragmentCache\n *\n * @param {String} `cacheName`\n *\n * @return {Object} Returns the [map-cache][] instance.\n *\n * @api public\n */\n\nfunction FragmentCache(caches) {\n this.caches =\n caches || {};\n\n\n\n/**\n * Prototype\n *\n FragmentCache.prototype = {\n\n\n\n/**\n * Get cache\n `name` from the `fragment.caches` object. Creates a new\n * `MapCache` if it doesn't already\n exist.\n *\n * `js` var cache = fragment.cache('files');\n *\n console.log(fragment.caches.hasOwnProperty('files'));\n *\n * // => true\n *\n * @name .cache\n *\n * @param {String} `cacheName`\n *\n * @return {Object} Returns the [map-cache][] instance.\n *\n * @api public\n */\n\n cache: function(cacheName) {\n return this.caches[cacheName] ||\n (this.caches[cacheName] = new MapCache());\n },\n\n\n\n/**\n * Set a value for property `key` on\n cache `name`\n *\n * `js` var fragment.set('files', 'somefile.js', new File({path: 'somefile.js'}));\n *\n }
```



```

`n * @name .set\n * @param {String} `name`\n * @param {String} `key` Property name to
set\n * @param {any} `val` The value of `key`\n * @return {Object} The cache instance for
chaining\n * @api public\n */\n\n set: function(cacheName, key, val) {\n var cache =
this.cache(cacheName);\n cache.set(key, val);\n return cache;\n },\n\n /**\n * Returns true if a
non-undefined value is set for `key` on fragment cache `name`.\n *`\n * `js\n * var cache =
fragment.cache('files');\n * cache.set('somefile.js');\n *`\n *
console.log(cache.has('somefile.js')); // => true\n * console.log(cache.has('some-other-
file.js')); // => false\n * `n * @name .has\n * @param {String} `name` Cache name\n *
@param {String} `key` Optionally specify a property to check for on cache `name`\n * @return
{Boolean}\n * @api public\n */\n\n has: function(cacheName, key) {\n return typeof
this.get(cacheName, key) !== 'undefined';\n },\n\n /**\n * Get `name`, or if specified, the value
of `key`. Invokes the [cache]() method,\n * so that cache `name` will be created if it doesn't
already exist. If `key` is not passed,\n * the entire cache (`name`) is returned.\n *`\n * `js\n *
var Vinyl = require('vinyl');\n * var cache = fragment.cache('files');\n * cache.set('somefile.js',
new Vinyl({path: 'somefile.js'}));\n * console.log(cache.get('somefile.js')); // => <File
'somefile.js'\n * `n * @name .get\n * @param {String} `name`\n * @return {Object}
Returns cache `name`, or the value of `key` if specified\n * @api public\n */\n\n get:
function(name, key) {\n var cache = this.cache(name);\n if (typeof key === 'string') {\n
return cache.get(key);\n }\n return cache;\n };\n\n /**\n * Expose `FragmentCache`\n *`\n\n exports =
module.exports = FragmentCache;\n\n\n// sourceMappingURL=webpack://@nicolo-ribaudo/
chokidar-2/.node_modules/fragment-cache/index.js?");

```

```

Copyright 2009-2011 Mozilla Foundation and contributors\n * Licensed under the New BSD
license. See LICENSE.txt or:\n * http://opensource.org/licenses/BSD-3-Clause\n */
\nexports.SourceMapGenerator = __webpack_require__(/*! ./lib/source-map-generator */ './
node_modules/snapdragon/node_modules/source-map/lib/source-map-
generator.js').SourceMapGenerator;\nexports.SourceMapConsumer =
__webpack_require__(/*! ./lib/source-map-consumer */ './node_modules/snapdragon/
node_modules/source-map/lib/source-map-
consumer.js').SourceMapConsumer;\nexports.SourceNode = __webpack_require__(/*! ./lib/
source-node */ './node_modules/snapdragon/node_modules/source-map/lib/source-
node.js').SourceNode;\n\n\n// sourceMappingURL=webpack://@nicolo-ribaudo/chokidar-2/.
node_modules/snapdragon/node_modules/source-map/source-map.js?");

```

```

Copyright 2011 Mozilla Foundation and contributors\n * Licensed under the New BSD license.
See LICENSE or:\n * http://opensource.org/licenses/BSD-3-Clause\n */\n\n /**\n * This is a
helper function for getting values from parameter/options\n * objects.\n *`\n * @param args The
object we are extracting values from\n * @param name The name of the property we are
getting.\n * @param defaultValue An optional value to return if the property is missing\n * from
the object. If this is not specified and the property is missing, an\n * error will be thrown.\n */
\nfunction getArg(aArgs, aName, aDefaultValue) {\n if (aName in aArgs) {\n return
aArgs[aName];\n } else if (arguments.length === 3) {\n return aDefaultValue;\n } else {\n throw
new Error("'" + aName + "' is a required argument.");\n }\n }\n\n exports.getArg = getArg;\n\n\nvar
urlRegexp = /^(?:(\w+|\w+.)+)?\w+?(?:(\w+:\w+)?@)?(\w+)(?:(\w+)?(?:\d+))?(\/\S*)$/;\n\nvar
dataUrlRegexp = /^data:.\w+.\w+$/;\n\nfunction urlParse(aUrl) {\n var match =
aUrl.match(urlRegexp);\n if (!match) {\n return null;\n }\n return {\n scheme: match[1],\n auth:
match[2],\n host: match[3],\n port: match[4],\n path: match[5]\n };\n }\n\n exports.urlParse =
urlParse;\n\nfunction urlGenerate(aParsedUrl) {\n var url = "";\n if (aParsedUrl.scheme) {\n url
+= aParsedUrl.scheme + ";\n }\n url += ";\n if (aParsedUrl.auth) {\n url += aParsedUrl.auth +
'@';\n }\n if (aParsedUrl.host) {\n url += aParsedUrl.host;\n }\n if (aParsedUrl.port) {\n url
+= ':' + aParsedUrl.port;\n }\n if (aParsedUrl.path) {\n url += aParsedUrl.path;\n }\n return url;\n }\n
\n exports.urlGenerate = urlGenerate;\n\n\n /**\n * Normalizes a path, or the path portion of a
URL.\n *`\n * - Replaces consecutive slashes with one slash.\n * - Removes unnecessary '.'
parts.\n * - Removes unnecessary '<dir>./' parts.\n *`\n * Based on code in the Node.js 'path'
core module.\n *`\n * @param aPath The path or url to normalize.\n *`\n\n function
normalize(aPath) {\n var path = aPath;\n var url = urlParse(aPath);\n if (url) {\n if (!url.path) {\n
return aPath;\n }\n path = url.path;\n }\n var isAbsolute = exports.isAbsolute(path);\n\n var parts

```

```

= path.split(/\/+/);
for (var part, up = 0, i = parts.length - 1; i >= 0; i--) {
  part = parts[i];
  if (part === '.') {
    parts.splice(i, 1);
  } else if (part === '..') {
    up++;
  } else if (up > 0) {
    if (part === '') {
      // The first part is blank if the path is absolute. Trying to go above the root is a no-op. Therefore we can remove all '..' parts directly after the root.
      parts.splice(i + 1, up);
      up = 0;
    } else {
      parts.splice(i, 2);
      up--;
    }
  }
  path = parts.join('/');
  if (path === '') {
    path = isAbsolute ? '/' : '.';
  }
  if (url) {
    url.path = path;
    return urlGenerate(url);
  }
  return path;
}
exports.normalize = normalize;

// Joins two paths/URLs.
@param aRoot The root path or URL.
@param aPath The path or URL to be joined with the root.
- If aPath is a URL or a data URI, aPath is returned, unless aPath is a scheme-relative URL: Then the scheme of aRoot, if any, is prepended first.
- Otherwise aPath is a path. If aRoot is a URL, then its path portion is updated with the result and aRoot is returned. Otherwise the result is returned.
- If aPath is absolute, the result is aPath.
- Otherwise the two paths are joined with a slash.
- Joining for example 'http://' and 'www.example.com' is also supported.
function join(aRoot, aPath) {
  if (aRoot === '') {
    aRoot = '.';
  }
  if (aPath === '') {
    aPath = '.';
  }
  var aPathUrl = urlParse(aPath);
  var aRootUrl = urlParse(aRoot);
  if (aRootUrl) {
    aRoot = aRootUrl.path || '/';
  }
  if (aPathUrl && !aPathUrl.scheme) {
    if (aRootUrl) {
      aPathUrl.scheme = aRootUrl.scheme;
    }
    return urlGenerate(aPathUrl);
  }
  if (aPathUrl || aPath.match(dataUriRegex)) {
    return aPath;
  }
  if (aPathUrl || `join('http://', 'www.example.com')`) {
    if (aRootUrl && !aRootUrl.host && !aRootUrl.path) {
      aRootUrl.host = aPath;
      return urlGenerate(aRootUrl);
    }
    var joined = aPath.charAt(0) === '/' ? aPath :
      normalize(aRoot.replace(/\/+$/, '') + '/' + aPath);
    if (aRootUrl) {
      aRootUrl.path = joined;
      return urlGenerate(aRootUrl);
    }
    return joined;
  }
  exports.join = join;
  exports.isAbsolute = function (aPath) {
    return aPath.charAt(0) === '/' || !!aPath.match(urlRegex);
  };

  // Make a path relative to a URL or another path.
  @param aRoot The root path or URL.
  @param aPath The path or URL to be made relative to aRoot.
  function relative(aRoot, aPath) {
    if (aRoot === '') {
      aRoot = '.';
    }
    aRoot = aRoot.replace(/\/+$/, '');
    // It is possible for the path to be above the root. In this case, simply checking whether the root is a prefix of the path won't work. Instead, we need to remove components from the root one by one, until either we find a prefix that fits, or we run out of components to remove.
    var level = 0;
    while (aPath.indexOf(aRoot + '/') !== 0) {
      var index = aRoot.lastIndexOf('/');
      if (index < 0) {
        return aPath;
      }
      // If the only part of the root that is left is the scheme (i.e. http://, file://, etc.), one or more slashes (/), or simply nothing at all, we have exhausted all components, so the path is not relative to the root.
      aRoot = aRoot.slice(0, index);
      if (aRoot.match(/^([^\w]+\w)?\w*$/)) {
        return aPath;
      }
      ++level;
    }
    // Make sure we add a '..' for each component we removed from the root.
    return Array(level + 1).join("../") + aPath.substr(aRoot.length + 1);
  }
  exports.relative = relative;

  // var supportsNullProto = (function () {
  //   var obj = Object.create(null);
  //   return !('__proto__' in obj);
  // })();
  // function identity (s) {
  //   return s;
  // }
  // Because behavior goes wacky when you set `__proto__` on objects, we have to prefix all the strings in our set with an arbitrary character.
  // See https://github.com/mozilla/source-map/pull/31 and https://github.com/mozilla/source-map/issues/30
  @param String aStr
  function toSetString(aStr) {
    if (isProtoString(aStr)) {
      return '$' + aStr;
    }
    return aStr;
  }
  exports.toSetString = supportsNullProto ? identity : toSetString;
  function fromSetString(aStr) {
    if (isProtoString(aStr)) {
      return aStr.slice(1);
    }
    return aStr;
  }
  exports.fromSetString = supportsNullProto ? identity : fromSetString;
  function isProtoString(s) {
    if (!s) {
      return false;
    }
    var length = s.length;
    if (length < 9 /* '__proto__'.length */) {
      return false;
    }
    if (s.charCodeAt(length - 1) !== 95 /* '_' */) || s.charCodeAt(length - 2) !== 95 /* '_' */) || s.charCodeAt(length - 3) !== 111 /* 'o' */) || s.charCodeAt(length - 4) !== 116 /* 't' */) || s.charCodeAt(length - 5) !== 111 /* 'o' */) || s.charCodeAt(length - 6) !== 114 /* 'r' */) || s.charCodeAt(length - 7) !== 112 /* 'p' */) || s.charCodeAt(length - 8) !== 95 /* '_' */) || s.charCodeAt(length - 9) !== 95 /* '_' */) {
      return false;
    }
    for (var i = length - 10; i >= 0; i--) {
      if (s.charCodeAt(i) !== 36 /* '$' */) {
        return false;
      }
    }
    return true;
  }

  // Comparator between two mappings where the original positions are compared.
  // Optionally pass in `true` as `onlyCompareGenerated` to consider two mappings with the same original source/line/column, but different generated line and column the same. Useful

```

```

when searching for a mapping with a\n * stubbed out mapping.\n *\nfunction
compareByOriginalPositions(mappingA, mappingB, onlyCompareOriginal) {\n var cmp =
mappingA.source - mappingB.source;\n if (cmp !== 0) {\n return cmp;\n }\n\n cmp =
mappingA.originalLine - mappingB.originalLine;\n if (cmp !== 0) {\n return cmp;\n }\n\n cmp =
mappingA.originalColumn - mappingB.originalColumn;\n if (cmp !== 0 || onlyCompareOriginal)
{\n return cmp;\n }\n\n cmp = mappingA.generatedColumn - mappingB.generatedColumn;\n if
(cmp !== 0) {\n return cmp;\n }\n\n cmp = mappingA.generatedLine -
mappingB.generatedLine;\n if (cmp !== 0) {\n return cmp;\n }\n\n return mappingA.name -
mappingB.name;\n }\n\n exports.compareByOriginalPositions = compareByOriginalPositions;\n\n /
**\n * Comparator between two mappings with deflated source and name indices where\n * the
generated positions are compared.\n *\n * Optionally pass in `true` as
`onlyCompareGenerated` to consider two\n * mappings with the same generated line and
column, but different\n * source/name/original line and column the same. Useful when
searching for a\n * mapping with a stubbed out mapping.\n *\nfunction
compareByGeneratedPositionsDeflated(mappingA, mappingB, onlyCompareGenerated) {\n
var cmp = mappingA.generatedLine - mappingB.generatedLine;\n if (cmp !== 0) {\n return
cmp;\n }\n\n cmp = mappingA.generatedColumn - mappingB.generatedColumn;\n if (cmp !== 0
|| onlyCompareGenerated) {\n return cmp;\n }\n\n cmp = mappingA.source -
mappingB.source;\n if (cmp !== 0) {\n return cmp;\n }\n\n cmp = mappingA.originalLine -
mappingB.originalLine;\n if (cmp !== 0) {\n return cmp;\n }\n\n cmp = mappingA.originalColumn
- mappingB.originalColumn;\n if (cmp !== 0) {\n return cmp;\n }\n\n return mappingA.name -
mappingB.name;\n }\n\n exports.compareByGeneratedPositionsDeflated =
compareByGeneratedPositionsDeflated;\n\n\nfunction strcmp(aStr1, aStr2) {\n if (aStr1 ===
aStr2) {\n return 0;\n }\n\n if (aStr1 > aStr2) {\n return 1;\n }\n\n return -1;\n }\n\n /**\n *
Comparator between two mappings with inflated source and name strings where\n * the
generated positions are compared.\n *\nfunction
compareByGeneratedPositionsInflated(mappingA, mappingB) {\n var cmp =
mappingA.generatedLine - mappingB.generatedLine;\n if (cmp !== 0) {\n return cmp;\n }\n\n
cmp = mappingA.generatedColumn - mappingB.generatedColumn;\n if (cmp !== 0) {\n return
cmp;\n }\n\n cmp = strcmp(mappingA.source, mappingB.source);\n if (cmp !== 0) {\n return
cmp;\n }\n\n cmp = mappingA.originalLine - mappingB.originalLine;\n if (cmp !== 0) {\n return
cmp;\n }\n\n cmp = mappingA.originalColumn - mappingB.originalColumn;\n if (cmp !== 0) {\n
return cmp;\n }\n\n return strcmp(mappingA.name, mappingB.name);\n }\n\n\n exports.compareByGeneratedPositionsInflated =
compareByGeneratedPositionsInflated;\n\n\n\n/# sourceMappingURL=webpack://@nicolo-ribaudo/
chokidar-2/.node_modules/snapdragon/node_modules/source-map/lib/util.js?");

```

Copyright 2011 Mozilla Foundation and contributors\n * Licensed under the New BSD license.
See LICENSE or:\n * <http://opensource.org/licenses/BSD-3-Clause>\n *\n\n// It turns out that
some (most?) JavaScript engines don't self-host\n// `Array.prototype.sort`. This makes sense
because C++ will likely remain\n// faster than JS when doing raw CPU-intensive sorting.
However, when using a\n// custom comparator function, calling back and forth between the
VM's C++ and\n// JIT'd JS is rather slow *and* loses JIT type information, resulting in\n// worse
generated code for the comparator function than would be optimal. In\n// fact, when sorting
with a comparator, these costs outweigh the benefits of\n// sorting in C++. By using our own
JS-implemented Quick Sort (below), we get\n// a ~3500ms mean speed-up in `bench/
bench.html`. \n\n/\*\*\n \* Swap the elements indexed by `x` and `y` in the array `ary`. \n *\n *
@param {Array} ary\n * The array.\n *\n * @param {Number} x\n * The index of the first item.\n *\n *
@param {Number} y\n * The index of the second item.\n *\nfunction swap(ary, x, y) {\n var
temp = ary[x];\n ary[x] = ary[y];\n ary[y] = temp;\n }\n\n /**\n * Returns a random integer within
the range `low` .. `high` inclusive.\n *\n * @param {Number} low\n * The lower bound on the
range.\n *\n * @param {Number} high\n * The upper bound on the range.\n *\nfunction
randomIntInRange(low, high) {\n return Math.round(low + (Math.random() * (high - low))); \n }\n\n /**\n * The Quick Sort algorithm. \n *\n * @param {Array} ary\n * An array to sort.\n *\n *
@param {function} comparator\n * Function to use to compare two items.\n *\n * @param
{Number} p\n * Start index of the array\n *\n * @param {Number} r\n * End index of the array\n */

```

function doQuickSort(ary, comparator, p, r) {
  // If our lower bound is less than our upper
  // bound, we (1) partition the
  // array into two pieces and (2) recurse on each half. If it is not,
  // this is the empty array and our base case.
  if (p < r) {
    // (1) Partitioning.
    // The
    // partitioning chooses a pivot between `p` and `r` and moves all
    // elements that are less than
    // or equal to the pivot to the before it, and
    // all the elements that are greater than it after it.
    // The effect is that
    // once partition is done, the pivot is in the exact place it will be when
    // the
    // array is put in sorted order, and it will not need to be moved
    // again. This runs in O(n)
    // time.
    // Always choose a random pivot so that an input array which is reverse
    // sorted
    // does not cause O(n^2) running time.
    var pivotIndex = randomIntInRange(p, r);
    var i = p - 1;
    swap(ary, pivotIndex, r);
    var pivot = ary[r];
    // Immediately after `j` is incremented in
    // this loop, the following hold
    // true:
    // * Every element in `ary[p .. i]` is less than or equal
    // to the pivot.
    // * Every element in `ary[i+1 .. j-1]` is greater than the pivot.
    for (var j = p; j < r; j++) {
      if (comparator(ary[j], pivot) <= 0) {
        i += 1;
        swap(ary, i, j);
      }
    }
    swap(ary, i + 1, j);
    var q = i + 1;
    // (2) Recurse on each half.
    doQuickSort(ary, comparator, p, q - 1);
    doQuickSort(ary, comparator, q + 1, r);
  }
}

/**
 * Sort the given array in-place with
 * the given comparator function.
 * @param {Array} ary
 * An array to sort.
 * @param
 * {function} comparator
 * Function to use to compare two items.
 */
exports.quickSort =
function (ary, comparator) {
  doQuickSort(ary, comparator, 0, ary.length - 1);
};

// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/snapdragon/
// node_modules/source-map/lib/quick-sort.js?");

```

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 */
 exports.GREATEST_LOWER_BOUND = 1; exports.LEAST_UPPER_BOUND = 2;
 /**
 * Recursive implementation of binary search.
 * @param aLow Indices here and lower do not contain the needle.
 * @param aHigh Indices here and higher do not contain the needle.
 * @param aNeedle The element being searched for.
 * @param aHaystack The non-empty array being searched.
 * @param aCompare Function which takes two elements and returns -1, 0, or 1.
 * @param aBias Either 'binarySearch.GREATEST_LOWER_BOUND' or 'binarySearch.LEAST_UPPER_BOUND'. Specifies whether to return the closest element that is smaller than or greater than the one we are searching for, respectively, if the exact element cannot be found.
 */
 function recursiveSearch(aLow, aHigh, aNeedle, aHaystack, aCompare, aBias) {
 // This function terminates when one of the following is true:
 // 1. We find the exact element we are looking for.
 // 2. We did not find the exact element, but we can return the index of the next-closest element.
 // 3. We did not find the exact element, and there is no next-closest element to the one we are searching for, so we return -1.
 var mid = Math.floor((aHigh - aLow) / 2) + aLow;
 var cmp = aCompare(aNeedle, aHaystack[mid], true);
 if (cmp === 0) {
 // Found the element we are looking for.
 return mid;
 } else if (cmp > 0) {
 // Our needle is greater than
 aHaystack[mid].
 if (aHigh - mid > 1) {
 // The element is in the upper half.
 return recursiveSearch(mid, aHigh, aNeedle, aHaystack, aCompare, aBias);
 }
 // The exact needle element was not found in this haystack. Determine if
 // we are in termination case (3) or (2) and return the appropriate thing.
 if (aBias === exports.LEAST_UPPER_BOUND) {
 return aHigh < aHaystack.length ? aHigh : -1;
 } else {
 return mid;
 }
 } else {
 // Our needle is less than aHaystack[mid].
 if (mid - aLow > 1) {
 // The element is in the lower half.
 return recursiveSearch(aLow, mid, aNeedle, aHaystack, aCompare, aBias);
 }
 // we are in termination case (3) or (2) and return the appropriate thing.
 if (aBias === exports.LEAST_UPPER_BOUND) {
 return mid;
 } else {
 return aLow < 0 ? -1 : aLow;
 }
 }
 }

 /**
 * This is an implementation of binary search which will always try and return
 * the index of the closest element if there is no exact hit. This is because
 * mappings between original and generated line/col pairs are single points,
 * and there is an implicit region between each of them, so a miss just means
 * that you aren't on the very start of a region.
 * @param aNeedle The element you are looking for.
 * @param aHaystack The array that is being searched.
 * @param aCompare A function which takes the needle and an element in the
 * array and returns -1, 0, or 1 depending on whether the needle is less
 * than, equal to, or greater than the element, respectively.
 * @param aBias Either


```
'binarySearch.GREATEST_LOWER_BOUND' or\n * 'binarySearch.LEAST_UPPER_BOUND'.  
Specifies whether to return the\n * closest element that is smaller than or greater than the one  
we are\n * searching for, respectively, if the exact element cannot be found.\n * Defaults to  
binarySearch.GREATEST_LOWER_BOUND'.\n */\nexports.search = function search(aNeedle,  
aHaystack, aCompare, aBias) {\n  if ((aHaystack.length === 0)) {\n    return -1;\n  }\n  var index =  
recursiveSearch(-1, aHaystack.length, aNeedle, aHaystack,\n    aCompare, aBias ||  
exports.GREATEST_LOWER_BOUND);\n  if (index < 0) {\n    return -1;\n  }\n  // We have found  
either the exact element, or the next-closest element than\n  // the one we are searching for.  
However, there may be more than one such\n  // element. Make sure we always return the  
smallest of these.\n  while (index - 1 >= 0) {\n    if (aCompare(aHaystack[index], aHaystack[index  
- 1], true) !== 0) {\n      break;\n    }\n    --index;\n  }\n  return index;\n};\n\n// sourceURL=webpack://  
@nicolo-ribaudo/chokidar-2/.node_modules/snapdragon/node_modules/source-map/lib/  
binary-search.js?");
```

```
Copyright 2011 Mozilla Foundation and contributors\n * Licensed under the New BSD license.  
See LICENSE or:\n * http://opensource.org/licenses/BSD-3-Clause\n */\n\nvar  
SourceMapGenerator = __webpack_require__ (!/\\.source-map-generator */\\./node_modules/  
snapdragon/node_modules/source-map/lib/source-map-  
generator.js").SourceMapGenerator;\nvar util = __webpack_require__ (!/\\.util */\\./  
node_modules/snapdragon/node_modules/source-map/lib/util.js");\n\n// Matches a Windows-  
style `\\r\\n` newline or a `\\n` newline used by all other\n// operating systems these days  
(capturing the result).\nvar REGEX_NEWLINE = /(\\r?\\n)/;\n\n// Newline character code for  
charCodeAt() comparisons\nvar NEWLINE_CODE = 10;\n\n// Private symbol for identifying  
`SourceNode`s when multiple versions of\n// the source-map library are loaded. This MUST  
NOT CHANGE across\n// versions!\nvar $isSourceNode = "$$$isSourceNode$$$";\n\n/**\n * SourceNodes provide a way to abstract over interpolating/concatenating\n * snippets of generated JavaScript source code while maintaining the line and  
column information associated with the original source code.\n *\n * @param aLine The original line number.\n * @param aColumn The original column number.\n * @param aSource The original source's filename.\n * @param aChunks Optional. An array of strings which are snippets of\n * generated JS, or other SourceNodes.\n * @param aName The original identifier.\n */\nfunction SourceNode(aLine, aColumn, aSource, aChunks, aName) {\n  this.children = [];\n  this.sourceContents = {};\n  this.line = aLine == null ? null : aLine;\n  this.column = aColumn ==  
null ? null : aColumn;\n  this.source = aSource == null ? null : aSource;\n  this.name = aName  
== null ? null : aName;\n  this[$isSourceNode] = true;\n  if (aChunks != null) this.add(aChunks);\n}\n\n/**\n * Creates a SourceNode from generated code and a SourceMapConsumer.\n *\n * @param aGeneratedCode The generated code\n * @param aSourceMapConsumer The SourceMapConsumer for the generated code\n * @param aRelativePath Optional. The path that relative sources in the  
SourceMapConsumer should be relative to.\n */\nSourceNode.fromStringWithSourceMap = function  
SourceNode_fromStringWithSourceMap(aGeneratedCode, aSourceMapConsumer,  
aRelativePath) {\n  // The SourceNode we want to fill with the generated code\n  // and the SourceMap\n  var node = new SourceNode();\n  \n  // All even indices of this array are one line of  
the generated code,\n  // while all odd indices are the newlines between two adjacent lines\n  // (since `REGEX_NEWLINE` captures its match).\n  // Processed fragments are accessed by  
calling `shiftNextLine`.\n  var remainingLines = aSourceMapConsumer.split(REGEX_NEWLINE);\n  var remainingLinesIndex = 0;\n  var shiftNextLine = function() {\n    var lineContents =  
getNextLine();\n    // The last line of a file might not have a newline.\n    var newLine =  
getNextLine() || "";\n    return lineContents + newLine;\n  }\n  \n  function getNextLine() {\n    return  
remainingLinesIndex < remainingLines.length ?  
remainingLines[remainingLinesIndex++] :  
undefined;\n  }\n  \n  // We need to remember the position of `remainingLines`\n  var lastGeneratedLine = 1, lastGeneratedColumn = 0;\n  \n  // The generate SourceNodes we need  
a code range.\n  // To extract it current and last mapping is used.\n  // Here we store the last  
mapping.\n  var lastMapping = null;\n  \n  aSourceMapConsumer.eachMapping(function  
(mapping) {\n    if (lastMapping !== null) {\n      // We add the code from "lastMapping" to  
"mapping":\n      // First check if there is a new line in between.\n      if (lastGeneratedLine <
```

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mapping.generatedLine) {\n // Associate first line with \"lastMapping\"\n
addMappingWithCode(lastMapping, shiftNextLine());\n lastGeneratedLine++;\n
lastGeneratedColumn = 0;\n // The remaining code is added without mapping\n } else {\n //
There is no new line in between.\n // Associate the code between \"lastGeneratedColumn\"
and\n // \"mapping.generatedColumn\" with \"lastMapping\"\n var nextLine =
remainingLines[remainingLinesIndex];\n var code = nextLine.substr(0,
mapping.generatedColumn -\n lastGeneratedColumn);\n remainingLines[remainingLinesIndex]
= nextLine.substr(mapping.generatedColumn -\n lastGeneratedColumn);\n
lastGeneratedColumn = mapping.generatedColumn;\n addMappingWithCode(lastMapping,
code);\n // No more remaining code, continue\n lastMapping = mapping;\n return;\n }\n }\n //
We add the generated code until the first mapping\n // to the SourceNode without any
mapping.\n // Each line is added as separate string.\n while (lastGeneratedLine <
mapping.generatedLine) {\n node.add(shiftNextLine());\n lastGeneratedLine++;\n }\n if
(lastGeneratedColumn < mapping.generatedColumn) {\n var nextLine =
remainingLines[remainingLinesIndex];\n node.add(nextLine.substr(0,
mapping.generatedColumn));\n remainingLines[remainingLinesIndex] =
nextLine.substr(mapping.generatedColumn);\n lastGeneratedColumn =
mapping.generatedColumn;\n }\n lastMapping = mapping;\n }, this);\n // We have processed all
mappings.\n if (remainingLinesIndex < remainingLines.length) {\n if (lastMapping) {\n //
Associate the remaining code in the current line with \"lastMapping\"\n
addMappingWithCode(lastMapping, shiftNextLine());\n }\n // and add the remaining lines
without any mapping\n node.add(remainingLines.splice(remainingLinesIndex).join('\\n'));\n }
\n\n // Copy sourcesContent into SourceNode\n
aSourceMapConsumer.sources.forEach(function (sourceFile) {\n var content =
aSourceMapConsumer.sourceContentFor(sourceFile);\n if (content != null) {\n if
(aRelativePath != null) {\n sourceFile = util.join(aRelativePath, sourceFile);\n }\n
node.setSourceContent(sourceFile, content);\n }\n });\n\n return node;\n\n function
addMappingWithCode(mapping, code) {\n if (mapping === null || mapping.source ===
undefined) {\n node.add(code);\n } else {\n var source = aRelativePath\n ?
util.join(aRelativePath, mapping.source)\n : mapping.source;\n node.add(new
SourceNode(mapping.originalLine,\n mapping.originalColumn,\n source,\n code,\n
mapping.name));\n }\n }\n });\n\n /**\n * Add a chunk of generated JS to this source node.\n *
@param aChunk A string snippet of generated JS code, another instance of\n * SourceNode,
or an array where each member is one of those things.\n */\n SourceNode.prototype.add =
function SourceNode_add(aChunk) {\n if (Array.isArray(aChunk)) {\n aChunk.forEach(function
(chunk) {\n this.add(chunk);\n }, this);\n }\n else if (aChunk[isSourceNode] || typeof aChunk ===
'string') {\n if (aChunk) {\n this.children.push(aChunk);\n }\n }\n else {\n throw new
TypeError(\n \"Expected a SourceNode, string, or an array of SourceNodes and strings. Got \"
+ aChunk\n );\n }\n return this;\n };\n\n /**\n * Add a chunk of generated JS to the beginning of
this source node.\n *
@param aChunk A string snippet of generated JS code, another
instance of\n * SourceNode, or an array where each member is one of those things.\n */\n
SourceNode.prototype.prepend = function SourceNode_prepend(aChunk) {\n if
(Array.isArray(aChunk)) {\n for (var i = aChunk.length-1; i >= 0; i--) {\n
this.prepend(aChunk[i]);\n }\n }\n else if (aChunk[isSourceNode] || typeof aChunk === 'string')
{\n this.children.unshift(aChunk);\n }\n else {\n throw new TypeError(\n \"Expected a
SourceNode, string, or an array of SourceNodes and strings. Got \" + aChunk\n );\n }\n return
this;\n };\n\n /**\n * Walk over the tree of JS snippets in this node and its children. The\n *
walking function is called once for each snippet of JS and is passed that\n * snippet and the its
original associated source's line/column location.\n *
@param aFn The traversal function.\n */\n SourceNode.prototype.walk = function SourceNode_walk(aFn) {\n var chunk;\n for (var i =
0, len = this.children.length; i < len; i++) {\n chunk = this.children[i];\n if (chunk[isSourceNode])
{\n chunk.walk(aFn);\n }\n else {\n if (chunk !== '') {\n aFn(chunk, { source: this.source,\n line:
this.line,\n column: this.column,\n name: this.name });\n }\n }\n }\n };\n\n /**\n * Like
`String.prototype.join` except for SourceNodes. Inserts `aStr` between\n * each of
`this.children`.\n *
@param aSep The separator.\n */\n SourceNode.prototype.join = function
SourceNode_join(aSep) {\n var newChildren;\n var i;\n var len = this.children.length;\n if (len >

```

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    if (this.newChildren = [];\n for (i = 0; i < len-1; i++) {\n newChildren.push(this.children[i]);\n
    newChildren.push(aSep);\n }\n newChildren.push(this.children[i]);\n this.children =
    newChildren;\n }\n return this;\n};\n\n/**\n * Call String.prototype.replace on the very right-most
    source snippet. Useful\n * for trimming whitespace from the end of a source node, etc.\n *\n *
    @param aPattern The pattern to replace.\n * @param aReplacement The thing to replace the
    pattern with.\n */\n\nSourceNode.prototype.replaceRight = function
    SourceNode_replaceRight(aPattern, aReplacement) {\n var lastChild =
    this.children[this.children.length - 1];\n if (lastChild[isSourceNode]) {\n
    lastChild.replaceRight(aPattern, aReplacement);\n }\n else if (typeof lastChild === 'string') {\n
    this.children[this.children.length - 1] = lastChild.replace(aPattern, aReplacement);\n }\n else {\n
    this.children.push("." + lastChild.replace(aPattern, aReplacement));\n }\n return this;\n};\n\n/**\n * Set the
    source content for a source file. This will be added to the SourceMapGenerator\n * in the
    sourcesContent field.\n *\n * @param aSourceFile The filename of the source file\n * @param
    aSourceContent The content of the source file\n */\n\nSourceNode.prototype.setSourceContent =
    function SourceNode_setSourceContent(aSourceFile, aSourceContent) {\n
    this.sourceContents[util.toSetString(aSourceFile)] = aSourceContent;\n }\n\n/**\n * Walk over
    the tree of SourceNodes. The walking function is called for each\n * source file content and is
    passed the filename and source content.\n *\n * @param aFn The traversal function.\n */\n\n
    SourceNode.prototype.walkSourceContents = function
    SourceNode_walkSourceContents(aFn) {\n for (var i = 0, len = this.children.length; i < len; i++)
    {\n if (this.children[i][isSourceNode]) {\n this.children[i].walkSourceContents(aFn);\n }\n }\n
    var sources = Object.keys(this.sourceContents);\n for (var i = 0, len = sources.length; i < len; i++)
    {\n aFn(util.fromSetString(sources[i]), this.sourceContents[sources[i]]);\n }\n }\n\n/**\n * Return
    the string representation of this source node. Walks over the tree\n * and concatenates all the
    various snippets together to one string.\n */\n\nSourceNode.prototype.toString = function
    SourceNode_toString() {\n var str = "";\n this.walk(function (chunk) {\n str += chunk;\n });\n
    return str;\n};\n\n/**\n * Returns the string representation of this source node along with a
    source\n * map.\n */\n\nSourceNode.prototype.toStringWithSourceMap = function
    SourceNode_toStringWithSourceMap(aArgs) {\n var generated = {\n code: "",\n line: 1,\n
    column: 0\n };\n var map = new SourceMapGenerator(aArgs);\n var sourceMappingActive =
    false;\n var lastOriginalSource = null;\n var lastOriginalLine = null;\n var lastOriginalColumn =
    null;\n var lastOriginalName = null;\n this.walk(function (chunk, original) {\n generated.code +=
    chunk;\n if (original.source !== null\n && original.line !== null\n && original.column !== null) {\n
    if (lastOriginalSource !== original.source\n || lastOriginalLine !== original.line\n ||
    lastOriginalColumn !== original.column\n || lastOriginalName !== original.name) {\n
    map.addMapping({\n source: original.source,\n original: {\n line: original.line,\n column:
    original.column\n },\n generated: {\n line: generated.line,\n column: generated.column\n },\n
    name: original.name\n });\n }\n lastOriginalSource = original.source;\n lastOriginalLine =
    original.line;\n lastOriginalColumn = original.column;\n lastOriginalName = original.name;\n
    sourceMappingActive = true;\n } else if (sourceMappingActive) {\n map.addMapping({\n
    generated: {\n line: generated.line,\n column: generated.column\n }\n });\n lastOriginalSource =
    null;\n sourceMappingActive = false;\n }\n for (var idx = 0, length = chunk.length; idx < length;
    idx++) {\n if (chunk.charCodeAtAt(idx) === NEWLINE_CODE) {\n generated.line++;\n
    generated.column = 0;\n // Mappings end at eol\n if (idx + 1 === length) {\n lastOriginalSource =
    null;\n sourceMappingActive = false;\n }\n else if (sourceMappingActive) {\n
    map.addMapping({\n source: original.source,\n original: {\n line: original.line,\n column:
    original.column\n },\n generated: {\n line: generated.line,\n column: generated.column\n },\n
    name: original.name\n });\n }\n }\n }\n }\n }\n }\n }\n }\n }\n }\n }\n }\n }\n }\n }\n
    this.walkSourceContents(function (sourceFile, sourceContent) {\n
    map.setSourceContent(sourceFile, sourceContent);\n });\n\n return { code: generated.code,\n
    map: map\n };\n};\n\nexports.SourceNode = SourceNode;\n\n\n// sourceURL=webpack://
    @nicolo-ribaudo/chokidar-2/.node_modules/snapdragon/node_modules/source-map/lib/
    source-node.js?");

```

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See LICENSE or:
* <http://opensource.org/licenses/BSD-3-Clause>
*/
var base64VLO =

```

__webpack_require__(/*! ./base64-vlq */"./node_modules/snapdragon/node_modules/source-
map/lib/base64-vlq.js");\nvar util = __webpack_require__(/*! ./util */"./node_modules/
snapdragon/node_modules/source-map/lib/util.js");\nvar ArraySet =
__webpack_require__(/*! ./array-set */"./node_modules/snapdragon/node_modules/source-
map/lib/array-set.js").ArraySet;\nvar MappingList = __webpack_require__(/*! ./mapping-list */
"./node_modules/snapdragon/node_modules/source-map/lib/mapping-
list.js").MappingList;\n\n/**\n * An instance of the SourceMapGenerator represents a source
map which is\n * being built incrementally. You may pass an object with the following\n *
properties:\n * - file: The filename of the generated source.\n * - sourceRoot: A root for all
relative URLs in this source map.\n */\nfunction SourceMapGenerator(aArgs) {\n  if (!aArgs) {\n
aArgs = {};\n  }\n  this._file = util.getArg(aArgs, 'file', null);\n  this._sourceRoot = util.getArg(aArgs,
'sourceRoot', null);\n  this._skipValidation = util.getArg(aArgs, 'skipValidation', false);\n
  this._sources = new ArraySet();\n  this._names = new ArraySet();\n  this._mappings = new
MappingList();\n  this._sourcesContents = null;\n}\n\nSourceMapGenerator.prototype._version
= 3;\n\n/**\n * Creates a new SourceMapGenerator based on a SourceMapConsumer\n */\n *
@param aSourceMapConsumer The SourceMap.\n */\nSourceMapGenerator.fromSourceMap =\nfunction SourceMapGenerator_fromSourceMap(aSourceMapConsumer) {\n  var
sourceRoot = aSourceMapConsumer.sourceRoot;\n  var generator = new
SourceMapGenerator({\n    file: aSourceMapConsumer.file,\n    sourceRoot: sourceRoot\n });\n
aSourceMapConsumer.eachMapping(function (mapping) {\n  var newMapping = {\n    generated:
{\n      line: mapping.generatedLine,\n      column: mapping.generatedColumn\n    },\n    if
(mapping.source != null) {\n      newMapping.source = mapping.source;\n      if (sourceRoot != null) {\n
newMapping.source = util.relative(sourceRoot, newMapping.source);\n    }\n    }\n    newMapping.original = {\n      line: mapping.originalLine,\n      column:
mapping.originalColumn\n    },\n    if (mapping.name != null) {\n      newMapping.name =
mapping.name;\n    }\n  }\n  generator.addMapping(newMapping);\n });\n  aSourceMapConsumer.sources.forEach(function (sourceFile) {\n  var content =
aSourceMapConsumer.sourceContentFor(sourceFile);\n  if (content != null) {\n
generator.setSourceContent(sourceFile, content);\n  }\n });\n  return generator;\n });\n\n/**\n * Add
a single mapping from original source line and column to the generated\n * source's line and
column for this source map being created. The mapping\n * object should have the following
properties:\n * - generated: An object with the generated line and column positions.\n * -
original: An object with the original line and column positions.\n * - source: The original source
file (relative to the sourceRoot).\n * - name: An optional original token name for this mapping.\n
*/\nSourceMapGenerator.prototype.addMapping =\nfunction
SourceMapGenerator_addMapping(aArgs) {\n  var generated = util.getArg(aArgs,
'generated');\n  var original = util.getArg(aArgs, 'original', null);\n  var source = util.getArg(aArgs,
'source', null);\n  var name = util.getArg(aArgs, 'name', null);\n  if (!this._skipValidation) {\n
this._validateMapping(generated, original, source, name);\n  }\n  if (source != null) {\n  source =
String(source);\n  if (!this._sources.has(source)) {\n    this._sources.add(source);\n  }\n  }\n  if
(name != null) {\n    name = String(name);\n    if (!this._names.has(name)) {\n      this._names.add(name);\n    }\n  }\n  this._mappings.add({\n    generatedLine: generated.line,\n
    generatedColumn: generated.column,\n    originalLine: original != null && original.line,\n
    originalColumn: original != null && original.column,\n    source: source,\n    name:
name\n });\n });\n\n/**\n * Set the source content for a source file.\n */\nSourceMapGenerator.prototype.setSourceContent =\nfunction
SourceMapGenerator_setSourceContent(aSourceFile, aSourceContent) {\n  var source =
aSourceFile;\n  if (this._sourceRoot != null) {\n    source = util.relative(this._sourceRoot,
source);\n  }\n  if (aSourceContent != null) {\n    // Add the source content to the
_sourcesContents map.\n    // Create a new _sourcesContents map if the property is null.\n    if (!
this._sourcesContents) {\n      this._sourcesContents = Object.create(null);\n    }\n    this._sourcesContents[util.toSetString(source)] = aSourceContent;\n  } else if
(this._sourcesContents) {\n    // Remove the source file from the _sourcesContents map.\n    // If
the _sourcesContents map is empty, set the property to null.\n    delete
this._sourcesContents[util.toSetString(source)];\n    if (Object.keys(this._sourcesContents).length
=== 0) {\n      this._sourcesContents = null;\n    }\n  }\n });\n\n/**\n * Applies the mappings of a sub-

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source-map for a specific source file to the\n * source map being generated. Each mapping to the supplied source file is\n * rewritten using the supplied source map. Note: The resolution for the\n * resulting mappings is the minimum of this map and the supplied map.\n * @param aSourceMapConsumer The source map to be applied.\n * @param aSourceFile Optional. The filename of the source file.\n * If omitted, SourceMapConsumer's file property will be used.\n * @param aSourceMapPath Optional. The dirname of the path to the source map\n * to be applied. If relative, it is relative to the SourceMapConsumer.\n * This parameter is needed when the two source maps aren't in the same\n * directory, and the source map to be applied contains relative source\n * paths. If so, those relative source paths need to be rewritten\n * relative to the SourceMapGenerator.\n */\nSourceMapGenerator.prototype.applySourceMap =\nfunction SourceMapGenerator_applySourceMap(aSourceMapConsumer, aSourceFile, aSourceMapPath) {\n var sourceFile = aSourceFile;\n // If aSourceFile is omitted, we will use the file property of the SourceMap\n if (aSourceFile == null) {\n if (aSourceMapConsumer.file == null) {\n throw new Error('\nSourceMapGenerator.prototype.applySourceMap requires either an explicit source file, ' +\n '\n' or the source map\'s \'file\' property. Both were omitted.\n');\n }\n sourceFile = aSourceMapConsumer.file;\n }\n var sourceRoot = this._sourceRoot;\n // Make \'sourceFile\' relative if an absolute Url is passed.\n if (sourceRoot != null) {\n sourceFile = util.relative(sourceRoot, sourceFile);\n }\n // Applying the SourceMap can add and remove items from the sources and\n // the names array.\n var newSources = new ArraySet();\n var newNames = new ArraySet();\n // Find mappings for the \'sourceFile\'\n this._mappings.unsortedForEach(function (mapping) {\n if (mapping.source === sourceFile && mapping.originalLine != null) {\n // Check if it can be mapped by the source map, then update the mapping.\n var original = aSourceMapConsumer.originalPositionFor({\n line: mapping.originalLine,\n column: mapping.originalColumn\n });\n if (original.source != null) {\n // Copy mapping\n mapping.source = original.source;\n if (aSourceMapPath != null) {\n mapping.source = util.join(aSourceMapPath, mapping.source);\n }\n if (sourceRoot != null) {\n mapping.source = util.relative(sourceRoot, mapping.source);\n }\n mapping.originalLine = original.line;\n mapping.originalColumn = original.column;\n if (original.name != null) {\n mapping.name = original.name;\n }\n }\n var source = mapping.source;\n if (source != null && !newSources.has(source)) {\n newSources.add(source);\n }\n var name = mapping.name;\n if (name != null && !newNames.has(name)) {\n newNames.add(name);\n }\n }\n }, this);\n this._sources = newSources;\n this._names = newNames;\n // Copy sourcesContents of applied map.\n aSourceMapConsumer.sources.forEach(function (sourceFile) {\n var content = aSourceMapConsumer.sourceContentFor(sourceFile);\n if (content != null) {\n if (aSourceMapPath != null) {\n sourceFile = util.join(aSourceMapPath, sourceFile);\n }\n if (sourceRoot != null) {\n sourceFile = util.relative(sourceRoot, sourceFile);\n }\n this.setSourceContent(sourceFile, content);\n }\n }, this);\n};\n\n/**\n * A mapping can have one of the three levels of data:\n * 1. Just the generated position.\n * 2. The Generated position, original position, and original source.\n * 3. Generated and original position, original source, as well as a name\n * token.\n * To maintain consistency, we validate that any new mapping being added falls\n * in to one of these categories.\n */\nSourceMapGenerator.prototype._validateMapping =\nfunction SourceMapGenerator_validateMapping(aGenerated, aOriginal, aSource, aName) {\n // When aOriginal is truthy but has empty values for .line and .column,\n // it is most likely a programmer error. In this case we throw a very\n // specific error message to try to guide them the right way.\n // For example: https://github.com/Polymer/polymer-bundler/pull/519\n if (aOriginal && typeof aOriginal.line !== 'number' && typeof aOriginal.column !== 'number') {\n throw new Error('\noriginal.line and original.column are not numbers -- you probably meant to omit ' +\n '\n' the original mapping entirely and only map the generated position. If so, pass ' +\n '\n' null for the original mapping instead of an object with empty or null values.\n');\n }\n if (aGenerated && 'line' in aGenerated && 'column' in aGenerated && aGenerated.line > 0 && aGenerated.column >= 0 && !aOriginal && !aSource && !aName) {\n // Case 1.\n return;\n }\n else if (aGenerated && 'line' in aGenerated && 'column' in aGenerated && aOriginal && 'line' in aOriginal && 'column' in aOriginal && aGenerated.line > 0 && aGenerated.column >= 0 && aOriginal.line > 0 && aOriginal.column >= 0 && aSource) {\n // Cases 2 and 3.\n return;\n }\n else {\n throw new Error('Invalid mapping: ' + JSON.stringify({\n generated:\n

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aGenerated,\n source: aSource,\n original: aOriginal,\n name: aName\n }));\n }\n }\n\n**\n *  
Serialize the accumulated mappings in to the stream of base 64 VLQs\n * specified by the  
source map format.\n */\n\nSourceMapGenerator.prototype._serializeMappings =\n function  
SourceMapGenerator_serializeMappings() {\n  var previousGeneratedColumn = 0;\n  var previousGeneratedLine = 1;\n  var previousOriginalColumn = 0;\n  var previousOriginalLine = 0;\n  var previousName = 0;\n  var previousSource = 0;\n  var result = '';\n  var next;\n  var mapping;\n  var nameldx;\n  var sourceldx;\n\n  var mappings = this._mappings.toArray();\n  for (var i = 0, len = mappings.length; i < len; i++) {\n    mapping = mappings[i];\n    next = ''\n\n    if (mapping.generatedLine !== previousGeneratedLine) {\n      previousGeneratedColumn = 0;\n      while (mapping.generatedLine !== previousGeneratedLine) {\n        next += ';\n        previousGeneratedLine++;\n      }\n    } else {\n      if (i > 0) {\n        if (!  
util.compareByGeneratedPositionsInflated(mapping, mappings[i - 1])) {\n          continue;\n        }\n        next += ';\n      }\n    }\n\n    next += base64VLQ.encode(mapping.generatedColumn\n      -  
previousGeneratedColumn);\n    previousGeneratedColumn = mapping.generatedColumn;\n\n    if (mapping.source != null) {\n      sourceldx = this._sources.indexOf(mapping.source);\n      next +=  
base64VLQ.encode(sourceldx - previousSource);\n      previousSource = sourceldx;\n\n      // lines  
are stored 0-based in SourceMap spec version 3\n      next +=  
base64VLQ.encode(mapping.originalLine - 1\n        - previousOriginalLine);\n      previousOriginalLine = mapping.originalLine - 1;\n\n      next += base64VLQ.encode(mapping.originalColumn\n        -  
previousOriginalColumn);\n      previousOriginalColumn = mapping.originalColumn;\n\n      if (mapping.name != null) {\n        nameldx = this._names.indexOf(mapping.name);\n        next +=  
base64VLQ.encode(nameldx - previousName);\n        previousName = nameldx;\n      }\n    }\n\n    result  
+= next;\n  }\n  return result;\n};\n\nSourceMapGenerator.prototype._generateSourcesContent =\n function  
SourceMapGenerator_generateSourcesContent(aSources, aSourceRoot) {\n  return aSources.map(function (source) {\n    if (!this._sourcesContents) {\n      return null;\n    }\n    if (aSourceRoot != null) {\n      source = util.relative(aSourceRoot, source);\n    }\n\n    var key =  
util.toSetString(source);\n    return Object.prototype.hasOwnProperty.call(this._sourcesContents,  
key)\n      ? this._sourcesContents[key]\n      : null;\n  }, this);\n};\n\n**\n * Externalize the source  
map.\n */\n\nSourceMapGenerator.prototype.toJSON =\n function  
SourceMapGenerator_toJSON() {\n  var map = {\n    version: this._version,\n    sources:  
this._sources.toArray(),\n    names: this._names.toArray(),\n    mappings: this._serializeMappings()\n  };\n  if (this._file != null) {\n    map.file = this._file;\n  }\n  if (this._sourceRoot != null) {\n    map.sourceRoot = this._sourceRoot;\n  }\n  if (this._sourcesContents) {\n    map.sourcesContent =  
this._generateSourcesContent(map.sources, map.sourceRoot);\n  }\n  return map;\n};\n\n**\n * Render the source map being generated to a string.\n */\n\nSourceMapGenerator.prototype.toString =\n function SourceMapGenerator_toString() {\n  return JSON.stringify(this.toJSON());\n};\n\n\nexports.SourceMapGenerator =  
SourceMapGenerator;\n\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.  
node_modules/snapdragon/node_modules/source-map/lib/source-map-generator.js?");
```

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Copyright 2011 Mozilla Foundation and contributors\n * Licensed under the New BSD license.  
See LICENSE or:\n * http://opensource.org/licenses/BSD-3-Clause\n *\n\nvar intToCharMap = 'ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+'.split('');\n\n/**\n * Encode an integer in the range of 0 to 63 to a single base 64 digit.\n */\nexports.encode = function (number) {\n  if (0 <= number && number < intToCharMap.length) {\n    return intToCharMap[number];\n  }\n  throw new TypeError("Must be between 0 and 63: '" + number);\n};\n\n/**\n * Decode a single base 64 character code digit to an integer. Returns -1 on failure.\n */\nexports.decode = function (charCode) {\n  var bigA = 65; // 'A'\n  var bigZ = 90; // 'Z'\n  var littleA = 97; // 'a'\n  var littleZ = 122; // 'z'\n  var zero = 48; // '0'\n  var nine = 57; // '9'\n  var plus = 43; // '+'\n  var slash = 47; // '/'\n  var littleOffset = 26;\n  var numberOffset = 52;\n\n  // 0 - 25: ABCDEFGHIJKLMNOPQRSTUVWXYZ\n  if (bigA <= charCode && charCode <= bigZ) {\n    return (charCode - bigA);\n  }\n\n  // 26 - 51: abcdefghijklmnopqrstuvwxyz\n  if (littleA <= charCode && charCode <= littleZ) {\n    return (charCode - littleA + littleOffset);\n  }\n\n  // 52 - 61: 0123456789\n  if (zero <= charCode && charCode <= nine) {\n    return (charCode - zero + numberOffset);\n  }\n\n  // 62: +\n  if (charCode == plus) {\n    return 62;\n  }\n\n  // 63: /\n  if (charCode == slash) {\n    return 63;\n  }\n\n  // Invalid
```

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base64 digit.\n return -1;\n);\n\n\\n\\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2./\nnode_modules/snapdragon/node_modules/source-map/lib/base64.js?");
```

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Copyright 2011 Mozilla Foundation and contributors\n * Licensed under the New BSD license.  
See LICENSE or:\n * http://opensource.org/licenses/BSD-3-Clause\n */\n\nvar util =  
__webpack_require__ (/*! ./util */ \"./node_modules/snapdragon/node_modules/source-map/lib/  
util.js\");\nvar binarySearch = __webpack_require__ (/*! ./binary-search */ \"./node_modules/  
snapdragon/node_modules/source-map/lib/binary-search.js\");\nvar ArraySet =  
__webpack_require__ (/*! ./array-set */ \"./node_modules/snapdragon/node_modules/source-  
map/lib/array-set.js\").ArraySet;\nvar base64VLQ = __webpack_require__ (/*! ./base64-vlq */ \"./  
node_modules/snapdragon/node_modules/source-map/lib/base64-vlq.js\");\nvar quickSort =  
__webpack_require__ (/*! ./quick-sort */ \"./node_modules/snapdragon/node_modules/source-  
map/lib/quick-sort.js\").quickSort;\n\nfunction SourceMapConsumer(aSourceMap) {\n  var sourceMap = aSourceMap;\n  if (typeof aSourceMap === 'string') {\n    sourceMap = JSON.parse(aSourceMap.replace(/\\n\\r\\t/g, ''));\n  }\n  return sourceMap.sections != null ?\n    new IndexedSourceMapConsumer(sourceMap) : new  
BasicSourceMapConsumer(sourceMap);\n}\n\nSourceMapConsumer.prototype.fromSourceMap =  
function(aSourceMap) {\n  return BasicSourceMapConsumer.fromSourceMap(aSourceMap);\n}\n\n/**\n * The version of the source mapping spec that we are consuming.\n */\nSourceMapConsumer.prototype._version = 3;\n\n`__generatedMappings` and  
`__originalMappings` are arrays that hold the\n// parsed mapping coordinates from the source  
map's \"mappings\" attribute. They\n// are lazily instantiated, accessed via the  
`__generatedMappings` and\n// `__originalMappings` getters respectively, and we only parse the  
mappings\n// and create these arrays once queried for a source location. We jump through\n// these hoops because there can be many thousands of mappings, and parsing\n// them is  
expensive, so we only want to do it if we must.\n// Each object in the arrays is of the  
form:\n// {\n//   generatedLine: The line number in the generated code,\n//   generatedColumn: The column number in the generated code,\n//   source: The path to the original source file that  
generated this\n//   chunk of code,\n//   originalLine: The line number in the original source that\n//   corresponds to this chunk of generated code,\n//   originalColumn: The column number in the  
original source that\n//   corresponds to this chunk of generated code,\n//   name: The name of  
the original symbol which generated this chunk of\n//   code.\n// }\n// All properties except for  
`generatedLine` and `generatedColumn` can be\n// `null`.\n// `__generatedMappings` is  
ordered by the generated positions.\n// `__originalMappings` is ordered by the original  
positions.\n\nSourceMapConsumer.prototype.__generatedMappings =  
null;\nObject.defineProperty(SourceMapConsumer.prototype, '__generatedMappings', {\n  get:  
function () {\n    if (!this.__generatedMappings) {\n      this._parseMappings(this._mappings,  
this.sourceRoot);\n    }\n    return this.__generatedMappings;\n  }\n});\n\nSourceMapConsumer.prototype.__originalMappings =  
null;\nObject.defineProperty(SourceMapConsumer.prototype, '__originalMappings', {\n  get:  
function () {\n    if (!this.__originalMappings) {\n      this._parseMappings(this._mappings,  
this.sourceRoot);\n    }\n    return this.__originalMappings;\n  }\n});\n\nSourceMapConsumer.prototype._charIsMappingSeparator = function  
SourceMapConsumer_charIsMappingSeparator(aStr, index) {\n  var c = aStr.charAt(index);\n  return c === ';' || c === ',';\n};\n\n/**\n * Parse the mappings in a string in to a data  
structure which we can easily\n * query (the ordered arrays in the `this.__generatedMappings`  
and\n * `this.__originalMappings` properties).\n */\n\nSourceMapConsumer.prototype._parseMappings = function  
SourceMapConsumer_parseMappings(aStr, aSourceRoot) {\n  throw new Error(\"Subclasses  
must implement _parseMappings\");\n};\n\nSourceMapConsumer.GENERATED_ORDER =  
1;\nSourceMapConsumer.ORIGINAL_ORDER =  
2;\n\nSourceMapConsumer.GREATEST_LOWER_BOUND =  
1;\nSourceMapConsumer.LEAST_UPPER_BOUND = 2;\n\n/**\n * Iterate over each mapping between an original source/line/column and a  
generated line/column in this source map.\n *\n * @param Function aCallback\n * The function that is called with each mapping.\n *\n * @param Object aContext\n * Optional. If specified, this object will be the value of `this` every\n
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* time that `aCallback` is called.\n * @param aOrder\n * Either
`SourceMapConsumer.GENERATED_ORDER` or\n *
`SourceMapConsumer.ORIGINAL_ORDER`. Specifies whether you want to\n * iterate over the
mappings sorted by the generated file's line/column\n * order or the original's source/line/
column order, respectively. Defaults to\n * `SourceMapConsumer.GENERATED_ORDER`.\n */
\nSourceMapConsumer.prototype.eachMapping =\n function
SourceMapConsumer_eachMapping(aCallback, aContext, aOrder) {\n var context = aContext
|| null;\n var order = aOrder || SourceMapConsumer.GENERATED_ORDER;\n\n var
mappings;\n switch (order) {\n case SourceMapConsumer.GENERATED_ORDER:\n mappings
= this._generatedMappings;\n break;\n case SourceMapConsumer.ORIGINAL_ORDER:\n
mappings = this._originalMappings;\n break;\n default:\n throw new Error(`Unknown order of
iteration.`);\n }\n\n var sourceRoot = this.sourceRoot;\n mappings.map(function (mapping) {\n
var source = mapping.source === null ? null : this._sources.at(mapping.source);\n if (source !=
null && sourceRoot != null) {\n source = util.join(sourceRoot, source);\n }\n return {\n source:
source,\n generatedLine: mapping.generatedLine,\n generatedColumn:
mapping.generatedColumn,\n originalLine: mapping.originalLine,\n originalColumn:
mapping.originalColumn,\n name: mapping.name === null ? null :
this._names.at(mapping.name)\n };\n }, this).forEach(aCallback, context);\n }\n\n/**\n * Returns
all generated line and column information for the original source,\n * line, and column provided.
If no column is provided, returns all mappings\n * corresponding to a either the line we are
searching for or the next\n * closest line that has any mappings. Otherwise, returns all
mappings\n * corresponding to the given line and either the column we are searching for\n * or
the next closest column that has any offsets.\n * \n * The only argument is an object with the
following properties:\n * \n * - source: The filename of the original source.\n * - line: The line
number in the original source.\n * - column: Optional. the column number in the original
source.\n * \n * and an array of objects is returned, each with the following properties:\n * \n * -
line: The line number in the generated source, or null.\n * - column: The column number in the
generated source, or null.\n * \n\nSourceMapConsumer.prototype.allGeneratedPositionsFor =\n function
SourceMapConsumer_allGeneratedPositionsFor(aArgs) {\n var line =
util.getArg(aArgs, 'line');\n\n // When there is no exact match,
BasicSourceMapConsumer.prototype._findMapping\n // returns the index of the closest
mapping less than the needle. By\n // setting needle.originalColumn to 0, we thus find the last
mapping for\n // the given line, provided such a mapping exists.\n var needle = {\n source:
util.getArg(aArgs, 'source'),\n originalLine: line,\n originalColumn: util.getArg(aArgs, 'column',
0)\n };\n\n if (this.sourceRoot != null) {\n needle.source = util.relative(this.sourceRoot,
needle.source);\n }\n\n if (!this._sources.has(needle.source)) {\n return [];\n }\n\n needle.source =
this._sources.indexOf(needle.source);\n\n var mappings = [];\n\n var index =
this._findMapping(needle,\n this._originalMappings,\n `\"originalLine\"`,\n `\"originalColumn\"`,\n
util.compareByOriginalPositions,\n binarySearch.LEAST_UPPER_BOUND);\n\n if (index >= 0) {\n
var mapping = this._originalMappings[index];\n\n if (aArgs.column === undefined) {\n var
originalLine = mapping.originalLine;\n\n // Iterate until either we run out of mappings, or we run
into\n // a mapping for a different line than the one we found. Since\n // mappings are sorted,
this is guaranteed to find all mappings for\n // the line we found.\n while (mapping &&
mapping.originalLine === originalLine) {\n mappings.push({\n line: util.getArg(mapping,
'generatedLine', null),\n column: util.getArg(mapping, 'generatedColumn', null),\n lastColumn:
util.getArg(mapping, 'lastGeneratedColumn', null)\n });\n\n mapping = this._originalMappings[+
+index];\n }\n }\n } else {\n var originalColumn = mapping.originalColumn;\n\n // Iterate until either
we run out of mappings, or we run into\n // a mapping for a different line than the one we were
searching for.\n // Since mappings are sorted, this is guaranteed to find all mappings for\n // the
line we are searching for.\n while (mapping && mapping.originalLine === line &&
mapping.originalColumn == originalColumn) {\n mappings.push({\n line: util.getArg(mapping,
'generatedLine', null),\n column: util.getArg(mapping, 'generatedColumn', null),\n lastColumn:
util.getArg(mapping, 'lastGeneratedColumn', null)\n });\n\n mapping = this._originalMappings[+
+index];\n }\n }\n }\n\n return mappings;\n }\n\n\nexports.SourceMapConsumer =
SourceMapConsumer;\n\n\n/**\n * A BasicSourceMapConsumer instance represents a parsed
source map which we can\n * query for information about the original file positions by giving it a

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file\n * position in the generated source.\n\n * The only parameter is the raw source map
(either as a JSON string, or\n * already parsed to an object). According to the spec, source
maps have the\n * following attributes:\n\n * - version: Which version of the source map spec
this map is following.\n * - sources: An array of URLs to the original source files.\n * - names:
An array of identifiers which can be referenced by individual mappings.\n * - sourceRoot:
Optional. The URL root from which all sources are relative.\n * - sourcesContent: Optional. An
array of contents of the original source files.\n * - mappings: A string of base64 VLQs which
contain the actual mappings.\n * - file: Optional. The generated file this source map is
associated with.\n\n * Here is an example source map, taken from the source map spec[0]:\n\n
*\n * {\n *   version : 3,\n *   file: 'out.js',\n *   sourceRoot : ' ',\n *   sources: ['foo.js', 'bar.js'],\n *
names: ['src', 'map', 'are', 'fun'],\n *   mappings: 'AA,AB;;ABCDE';\n * }\n\n * [0]:
https://docs.google.com/document/d/1U1RGAehQwRypUTovF1KRlpIOFZe0b-
_2gc6fAH0KY0k/edit?pli=1#\n\n * \nfunction BasicSourceMapConsumer(aSourceMap) {\n var
sourceMap = aSourceMap;\n if (typeof aSourceMap === 'string') {\n sourceMap =
JSON.parse(aSourceMap.replace(/\\n\\r\\t/g, ' '));\n }\n\n var version = util.getArg(sourceMap,
'version');\n var sources = util.getArg(sourceMap, 'sources');\n // Sass 3.3 leaves out the
'names' array, so we deviate from the spec (which\n // requires the array) to play nice here.\n
var names = util.getArg(sourceMap, 'names', []);\n var sourceRoot = util.getArg(sourceMap,
'sourceRoot', null);\n var sourcesContent = util.getArg(sourceMap, 'sourcesContent', null);\n
var mappings = util.getArg(sourceMap, 'mappings');\n var file = util.getArg(sourceMap, 'file',
null);\n\n // Once again, Sass deviates from the spec and supplies the version as a\n // string
rather than a number, so we use loose equality checking here.\n if (version !== this._version) {\n
throw new Error('Unsupported version: ' + version);\n }\n\n sources = sources\n .map(String)
\n // Some source maps produce relative source paths like './foo.js' instead of\n // 'foo.js'.
Normalize these first so that future comparisons will succeed.\n // See bugzil.la/
1090768.\n .map(util.normalize)\n // Always ensure that absolute sources are internally stored
relative to\n // the source root, if the source root is absolute. Not doing this would\n // be
particularly problematic when the source root is a prefix of the\n // source (valid, but why??).
See github issue #199 and bugzil.la/1188982.\n .map(function (source) {\n return sourceRoot
&& util.isAbsolute(sourceRoot) && util.isAbsolute(source)\n ? util.relative(sourceRoot, source)
\n : source;\n });\n\n // Pass `true` below to allow duplicate names and sources. While source
maps\n // are intended to be compressed and deduplicated, the TypeScript compiler\n //
sometimes generates source maps with duplicates in them. See Github issue\n // #72 and
bugzil.la/889492.\n this._names = ArraySet.fromArray(names.map(String), true);\n
this._sources = ArraySet.fromArray(sources, true);\n\n this.sourceRoot = sourceRoot;\n
this.sourcesContent = sourcesContent;\n this._mappings = mappings;\n this.file = file;\n}\n\n
BasicSourceMapConsumer.prototype =
Object.create(SourceMapConsumer.prototype);\nBasicSourceMapConsumer.prototype.consu
mer = SourceMapConsumer;\n\n/**\n * Create a BasicSourceMapConsumer from a
SourceMapGenerator.\n\n * @param SourceMapGenerator aSourceMap\n * The source map
that will be consumed.\n * @returns BasicSourceMapConsumer\n */\n\nBasicSourceMapConsumer.fromSourceMap =\n function
SourceMapConsumer_fromSourceMap(aSourceMap) {\n var smc =
Object.create(BasicSourceMapConsumer.prototype);\n\n var names = smc._names =
ArraySet.fromArray(aSourceMap._names.toArray(), true);\n var sources = smc._sources =
ArraySet.fromArray(aSourceMap._sources.toArray(), true);\n smc.sourceRoot =
aSourceMap._sourceRoot;\n smc.sourcesContent =
aSourceMap._generateSourcesContent(smc._sources.toArray(),\n smc.sourceRoot);\n smc.file
= aSourceMap._file;\n\n // Because we are modifying the entries (by converting string sources
and\n // names to indices into the sources and names ArraySets), we have to make\n // a copy
of the entry or else bad things happen. Shared mutable state\n // strikes again! See github
issue #191.\n\n var generatedMappings = aSourceMap._mappings.toArray().slice();\n var
destGeneratedMappings = smc.__generatedMappings = [];\n var destOriginalMappings =
smc.__originalMappings = [];\n\n for (var i = 0, length = generatedMappings.length; i < length;
i++) {\n var srcMapping = generatedMappings[i];\n var destMapping = new Mapping;\n
destMapping.generatedLine = srcMapping.generatedLine;\n destMapping.generatedColumn =

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srcMapping.generatedColumn;\n\n if (srcMapping.source) {\n destMapping.source =
sources.indexOf(srcMapping.source);\n destMapping.originalLine = srcMapping.originalLine;\n
destMapping.originalColumn = srcMapping.originalColumn;\n\n if (srcMapping.name) {\n
destMapping.name = names.indexOf(srcMapping.name);\n }\n\n
destOriginalMappings.push(destMapping);\n }\n\n
destGeneratedMappings.push(destMapping);\n }\n\n quickSort(smc.__originalMappings,
util.compareByOriginalPositions);\n\n return smc;\n };\n\n/**\n * The version of the source
mapping spec that we are consuming.\n */\nBasicSourceMapConsumer.prototype._version =
3;\n\n/**\n * The list of original sources.\n */\n\nObject.defineProperty(BasicSourceMapConsumer.prototype, 'sources', {\n get: function () {\n
return this._sources.toArray().map(function (s) {\n return this.sourceRoot != null ?
util.join(this.sourceRoot, s) : s;\n }, this);\n }\n});\n\n/**\n * Provide the JIT with a nice shape /
hidden class.\n */\nfunction Mapping() {\n this.generatedLine = 0;\n this.generatedColumn =
0;\n this.source = null;\n this.originalLine = null;\n this.originalColumn = null;\n this.name =
null;\n }\n\n/**\n * Parse the mappings in a string in to a data structure which we can easily\n *
query (the ordered arrays in the `this.__generatedMappings` and\n * `this.__originalMappings`
properties).\n */\nBasicSourceMapConsumer.prototype._parseMappings =\n function
SourceMapConsumer_parseMappings(aStr, aSourceRoot) {\n var generatedLine = 1;\n var
previousGeneratedColumn = 0;\n var previousOriginalLine = 0;\n var previousOriginalColumn
= 0;\n var previousSource = 0;\n var previousName = 0;\n var length = aStr.length;\n var index
= 0;\n var cachedSegments = {};\n var temp = {};\n var originalMappings = [];\n var
generatedMappings = [];\n var mapping, str, segment, end, value;\n\n while (index < length) {\n
if (aStr.charAt(index) === ';') {\n generatedLine++;\n index++;\n previousGeneratedColumn =
0;\n }\n else if (aStr.charAt(index) === ',') {\n index++;\n }\n else {\n mapping = new
Mapping();\n mapping.generatedLine = generatedLine;\n\n // Because each offset is encoded
relative to the previous one,\n // many segments often have the same encoding. We can exploit
this\n // fact by caching the parsed variable length fields of each segment,\n // allowing us to
avoid a second parse if we encounter the same\n // segment again.\n for (end = index; end <
length; end++) {\n if (this._charIsMappingSeparator(aStr, end)) {\n break;\n }\n }\n str =
aStr.slice(index, end);\n\n segment = cachedSegments[str];\n if (segment) {\n index +=
str.length;\n }\n else {\n segment = [];\n while (index < end) {\n base64VLQ.decode(aStr, index,
temp);\n value = temp.value;\n index = temp.rest;\n segment.push(value);\n }\n\n if
(segment.length === 2) {\n throw new Error('Found a source, but no line and column');\n }\n\n if
(segment.length === 3) {\n throw new Error('Found a source and line, but no column');\n }\n\n
cachedSegments[str] = segment;\n }\n\n // Generated column.\n mapping.generatedColumn =
previousGeneratedColumn + segment[0];\n previousGeneratedColumn =
mapping.generatedColumn;\n\n if (segment.length > 1) {\n // Original source.\n mapping.source
= previousSource + segment[1];\n previousSource += segment[1];\n\n // Original line.\n
mapping.originalLine = previousOriginalLine + segment[2];\n previousOriginalLine =
mapping.originalLine;\n // Lines are stored 0-based\n mapping.originalLine += 1;\n\n // Original
column.\n mapping.originalColumn = previousOriginalColumn + segment[3];\n
previousOriginalColumn = mapping.originalColumn;\n\n if (segment.length > 4) {\n // Original
name.\n mapping.name = previousName + segment[4];\n previousName += segment[4];\n }\n }\n\n
generatedMappings.push(mapping);\n if (typeof mapping.originalLine === 'number') {\n
originalMappings.push(mapping);\n }\n }\n\n quickSort(generatedMappings,
util.compareByGeneratedPositionsDeflated);\n\n this.__generatedMappings =
generatedMappings;\n\n quickSort(originalMappings, util.compareByOriginalPositions);\n\n
this.__originalMappings = originalMappings;\n };\n\n/**\n * Find the mapping that best matches
the hypothetical \"needle\" mapping that\n * we are searching for in the given \"haystack\" of
mappings.\n */\nBasicSourceMapConsumer.prototype._findMapping =\n function
SourceMapConsumer_findMapping(aNeedle, aMappings, aLineName,\n aColumnName,\n aComparator, aBias) {\n // To return the position we are searching for, we must first find the\n //
mapping for the given position and then return the opposite position it\n // points to. Because
the mappings are sorted, we can use binary search to\n // find the best mapping.\n\n if
(aNeedle[aLineName] <= 0) {\n throw new TypeError('Line must be greater than or equal to 1,
got ' + aNeedle[aLineName]);\n }\n if (aNeedle[aColumnName] < 0) {\n throw new

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TypeError('Column must be greater than or equal to 0, got ' + aNeedle[aColumnName]);\n }
\n\n return binarySearch.search(aNeedle, aMappings, aComparator, aBias);\n };\n\n/**\n *
Compute the last column for each generated mapping. The last column is\n * inclusive.\n */
\nBasicSourceMapConsumer.prototype.computeColumnSpans =\n function
SourceMapConsumer_computeColumnSpans() {\n for (var index = 0; index <
this._generatedMappings.length; ++index) {\n var mapping =
this._generatedMappings[index];\n\n // Mappings do not contain a field for the last generated
column. We\n // can come up with an optimistic estimate, however, by assuming that\n //
mappings are contiguous (i.e. given two consecutive mappings, the\n // first mapping ends
where the second one starts).\n if (index + 1 < this._generatedMappings.length) {\n var
nextMapping = this._generatedMappings[index + 1];\n\n if (mapping.generatedLine ===
nextMapping.generatedLine) {\n mapping.lastGeneratedColumn =
nextMapping.generatedColumn - 1;\n continue;\n }\n }\n\n // The last mapping for each line
spans the entire line.\n mapping.lastGeneratedColumn = Infinity;\n }\n };\n\n/**\n * Returns the
original source, line, and column information for the generated\n * source's line and column
positions provided. The only argument is an object\n * with the following properties:\n * -
line: The line number in the generated source.\n * - column: The column number in the
generated source.\n * - bias: Either 'SourceMapConsumer.GREATEST_LOWER_BOUND' or\n *
'SourceMapConsumer.LEAST_UPPER_BOUND'. Specifies whether to return the\n * closest
element that is smaller than or greater than the one we are\n * searching for, respectively, if the
exact element cannot be found.\n * Defaults to
'SourceMapConsumer.GREATEST_LOWER_BOUND'.\n *\n * and an object is returned with
the following properties:\n * - source: The original source file, or null.\n * - line: The line
number in the original source, or null.\n * - column: The column number in the original source,
or null.\n * - name: The original identifier, or null.\n */
\nBasicSourceMapConsumer.prototype.originalPositionFor =\n function
SourceMapConsumer_originalPositionFor(aArgs) {\n var needle = {\n generatedLine:
util.getArg(aArgs, 'line'),\n generatedColumn: util.getArg(aArgs, 'column')\n };\n\n var index =
this._findMapping(\n needle,\n this._generatedMappings,\n \"generatedLine\",
\n \"generatedColumn\",
\n util.compareByGeneratedPositionsDeflated,\n util.getArg(aArgs, 'bias',
SourceMapConsumer.GREATEST_LOWER_BOUND)\n );\n\n if (index >= 0) {\n var mapping =
this._generatedMappings[index];\n\n if (mapping.generatedLine === needle.generatedLine) {\n
var source = util.getArg(mapping, 'source', null);\n if (source !== null) {\n source =
this._sources.at(source);\n if (this.sourceRoot !== null) {\n source = util.join(this.sourceRoot,
source);\n }\n }\n var name = util.getArg(mapping, 'name', null);\n if (name !== null) {\n name =
this._names.at(name);\n }\n return {\n source: source,\n line: util.getArg(mapping, 'originalLine',
null),\n column: util.getArg(mapping, 'originalColumn', null),\n name: name\n };\n }\n\n return
{\n source: null,\n line: null,\n column: null,\n name: null\n };\n };\n\n/**\n * Return true if we
have the source content for every source in the source\n * map, false otherwise.\n */
\nBasicSourceMapConsumer.prototype.hasContentsOfAllSources =\n function
BasicSourceMapConsumer_hasContentsOfAllSources() {\n if (!this.sourcesContent) {\n return
false;\n }\n return this.sourcesContent.length >= this._sources.size() && !
this.sourcesContent.some(function (sc) { return sc == null; });\n };\n\n/**\n * Returns the original
source content. The only argument is the url of the\n * original source file. Returns null if no
original source content is\n * available.\n */
\nBasicSourceMapConsumer.prototype.sourceContentFor =\n function
SourceMapConsumer_sourceContentFor(aSource, nullOnMissing) {\n if (!this.sourcesContent)
{\n return null;\n }\n\n if (this.sourceRoot !== null) {\n aSource = util.relative(this.sourceRoot,
aSource);\n }\n\n if (this._sources.has(aSource)) {\n return
this.sourcesContent[this._sources.indexOf(aSource)];\n }\n\n var url;\n if (this.sourceRoot !==
null\n && (url = util.urlParse(this.sourceRoot))) {\n // XXX: file:// URIs and absolute paths lead
to unexpected behavior for\n // many users. We can help them out when they expect file://
URIs to\n // behave like it would if they were running a local HTTP server. See\n // https://
bugzilla.mozilla.org/show_bug.cgi?id=885597.\n var fileUriAbsPath = aSource.replace(/^file:\\/\\
\\/, \"\");\n if (url.scheme == \"file\" && this._sources.has(fileUriAbsPath)) {\n return
this.sourcesContent[this._sources.indexOf(fileUriAbsPath)]\n }\n\n if ((!url.path || url.path ==

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    /\")\n && this._sources.has(\"/" + aSource)) {\n return
    this.sourcesContent[this._sources.indexOf(\"/" + aSource)];\n }\n }\n\n // This function is used
    recursively from\n // IndexedSourceMapConsumer.prototype.sourceContentFor. In that case,
    we\n // don't want to throw if we can't find the source - we just want to\n // return null, so we
    provide a flag to exit gracefully.\n if (nullOnMissing) {\n return null;\n }\n else {\n throw new
    Error(\"" + aSource + "\" is not in the SourceMap.");\n }\n }\n\n /**\n * Returns the generated line
    and column information for the original source,\n * line, and column positions provided. The
    only argument is an object with\n * the following properties:\n *\n * - source: The filename of
    the original source.\n * - line: The line number in the original source.\n * - column: The column
    number in the original source.\n * - bias: Either
    'SourceMapConsumer.GREATEST_LOWER_BOUND' or\n *
    'SourceMapConsumer.LEAST_UPPER_BOUND'. Specifies whether to return the\n * closest
    element that is smaller than or greater than the one we are\n * searching for, respectively, if the
    exact element cannot be found.\n * Defaults to
    'SourceMapConsumer.GREATEST_LOWER_BOUND'.\n *\n * and an object is returned with
    the following properties:\n *\n * - line: The line number in the generated source, or null.\n * -
    column: The column number in the generated source, or null.\n */
    \n\n BasicSourceMapConsumer.prototype.generatedPositionFor =\n function
    SourceMapConsumer_generatedPositionFor(aArgs) {\n var source = util.getArg(aArgs,
    'source');\n if (this.sourceRoot != null) {\n source = util.relative(this.sourceRoot, source);\n }\n if
    (!this._sources.has(source)) {\n return {\n line: null,\n column: null,\n lastColumn: null\n };\n }\n
    \n\n source = this._sources.indexOf(source);\n\n var needle = {\n source: source,\n originalLine:
    util.getArg(aArgs, 'line'),\n originalColumn: util.getArg(aArgs, 'column')\n };\n\n var index =
    this._findMapping(\n needle,\n this._originalMappings,\n \"originalLine\", \"originalColumn\", \"\n\n
    util.compareByOriginalPositions,\n util.getArg(aArgs, 'bias',
    SourceMapConsumer.GREATEST_LOWER_BOUND)\n );\n\n if (index >= 0) {\n var mapping =
    this._originalMappings[index];\n\n if (mapping.source === needle.source) {\n return {\n line:
    util.getArg(mapping, 'generatedLine', null),\n column: util.getArg(mapping, 'generatedColumn',
    null),\n lastColumn: util.getArg(mapping, 'lastGeneratedColumn', null)\n };\n }\n }\n\n return {\n
    line: null,\n column: null,\n lastColumn: null\n };\n };\n\n\n exports.BasicSourceMapConsumer =
    BasicSourceMapConsumer;\n\n /**\n * An IndexedSourceMapConsumer instance represents a
    parsed source map which\n * we can query for information. It differs from
    BasicSourceMapConsumer in\n * that it takes \"indexed\" source maps (i.e. ones with a
    \"sections\" field) as\n * input.\n *\n * The only parameter is a raw source map (either as a
    JSON string, or already\n * parsed to an object). According to the spec for indexed source
    maps, they\n * have the following attributes:\n *\n * - version: Which version of the source map
    spec this map is following.\n * - file: Optional. The generated file this source map is associated
    with.\n * - sections: A list of section definitions.\n *\n * Each value under the \"sections\" field
    has two fields:\n *\n * - offset: The offset into the original specified at which this section\n *
    begins to apply, defined as an object with a \"line\" and \"column\" field.\n * - map: A source map
    definition. This source map could also be indexed,\n * but doesn't have to be.\n *\n * Instead of
    the \"map\" field, it's also possible to have a \"url\" field\n * specifying a URL to retrieve a
    source map from, but that's currently\n * unsupported.\n *\n * Here's an example source map,
    taken from the source map spec[0], but\n * modified to omit a section which uses the \"url\"
    field.\n *\n * {\n *   version : 3,\n *   file: \"app.js\",,\n *   sections: [{\n *     offset: {line:100, column:10},\n
    *\n *     map: {\n *       version : 3,\n *       file: \"section.js\",,\n *       sources: [\"foo.js\", \"bar.js\"],,\n
    *\n *       names: [\"src\", \"maps\", \"are\", \"fun\"],,\n *       mappings: \"AAAA,E;ABCDE;\",\n *     },\n *   },\n *   ],,\n *   mappings: \"AAAA,E;ABCDE;\",\n * }\n *\n * [0]:
    https://docs.google.com/document/d/1U1RGAehQwRypUTovF1KRIpiOFze0b-
    _2gc6fAH0KY0k/edit#heading=h.535es3xepgrt\n */\n\n function
    IndexedSourceMapConsumer(aSourceMap) {\n var sourceMap = aSourceMap;\n if (typeof
    aSourceMap === 'string') {\n sourceMap = JSON.parse(aSourceMap.replace(/\\\"/g, \"\");\n }\n\n
    var version = util.getArg(sourceMap, 'version');\n var sections = util.getArg(sourceMap,
    'sections');\n\n if (version != this._version) {\n throw new Error('Unsupported version: ' +
    version);\n }\n\n this._sources = new ArraySet();\n this._names = new ArraySet();\n\n var
    lastOffset = {\n line: -1,\n column: 0\n };\n\n this._sections = sections.map(function (s) {\n if (s.url)
    {\n // The url field will require support for asynchronicity.\n // See https://github.com/mozilla/

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source-map/issues/16\n throw new Error('Support for url field in sections not
implemented.');
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\n\n var offset = util.getArg(s, 'offset');\n var offsetLine = util.getArg(offset,
'line');\n var offsetColumn = util.getArg(offset, 'column');\n\n if (offsetLine < lastOffset.line ||\n (offsetLine === lastOffset.line && offsetColumn < lastOffset.column)) {\n throw new
Error('Section offsets must be ordered and non-overlapping.');
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\n\n lastOffset = offset;\n\n return {\n generatedOffset: {\n // The offset fields are 0-based, but we use 1-based indices
when\n // encoding/decoding from VLQ.\n generatedLine: offsetLine + 1,\n generatedColumn:
offsetColumn + 1\n },\n consumer: new SourceMapConsumer(util.getArg(s, 'map'))\n };\n }\n\n\n IndexedSourceMapConsumer.prototype =
Object.create(SourceMapConsumer.prototype);\n IndexedSourceMapConsumer.prototype.constructor = SourceMapConsumer;\n\n\n /**\n * The version of the source mapping spec that we are
consuming.\n */\n IndexedSourceMapConsumer.prototype._version = 3;\n\n\n /**\n * The list of
original sources.\n */\n Object.defineProperty(IndexedSourceMapConsumer.prototype,
'sources', {\n get: function () {\n var sources = [];\n for (var i = 0; i < this._sections.length; i++) {\n
for (var j = 0; j < this._sections[i].consumer.sources.length; j++) {\n
sources.push(this._sections[i].consumer.sources[j]);\n }\n }\n return sources;\n };\n });\n\n\n /**\n * Returns the original source, line, and column information for the generated\n * source's line
and column positions provided. The only argument is an object\n * with the following
properties:\n * - line: The line number in the generated source.\n * - column: The column
number in the generated source.\n * and an object is returned with the following
properties:\n * - source: The original source file, or null.\n * - line: The line number in the
original source, or null.\n * - column: The column number in the original source, or null.\n * -
name: The original identifier, or null.\n */\n\n IndexedSourceMapConsumer.prototype.originalPositionFor =\n function\n IndexedSourceMapConsumer_originalPositionFor(aArgs) {\n var needle = {\n generatedLine:
util.getArg(aArgs, 'line'),\n generatedColumn: util.getArg(aArgs, 'column')\n };\n\n // Find the
section containing the generated position we're trying to map\n // to an original position.\n var
sectionIndex = binarySearch.search(needle, this._sections,\n function(needle, section) {\n var
cmp = needle.generatedLine - section.generatedOffset.generatedLine;\n if (cmp) {\n return
cmp;\n }\n\n return (needle.generatedColumn -\n\n section.generatedOffset.generatedColumn);\n });\n\n var section =
this._sections[sectionIndex];\n\n if (!section) {\n return {\n source: null,\n line: null,\n column:
null,\n name: null\n };\n }\n\n return section.consumer.originalPositionFor({\n line:
needle.generatedLine -\n (section.generatedOffset.generatedLine - 1),\n column:
needle.generatedColumn -\n (section.generatedOffset.generatedLine ===
needle.generatedLine\n ? section.generatedOffset.generatedColumn - 1\n : 0),\n bias:
aArgs.bias\n });\n };\n\n\n /**\n * Return true if we have the source content for every source in the
source\n * map, false otherwise.\n */\n\n IndexedSourceMapConsumer.prototype.hasContentsOfAllSources =\n function\n IndexedSourceMapConsumer_hasContentsOfAllSources() {\n return
this._sections.every(function (s) {\n return
s.consumer.hasContentsOfAllSources();\n });\n });\n\n\n /**\n * Returns the original source content.
The only argument is the url of the\n * original source file. Returns null if no original source
content is\n * available.\n */\n\n IndexedSourceMapConsumer.prototype.sourceContentFor =\n function\n IndexedSourceMapConsumer_sourceContentFor(aSource, nullOnMissing) {\n for (var
i = 0; i < this._sections.length; i++) {\n var section = this._sections[i];\n\n var content =
section.consumer.sourceContentFor(aSource, true);\n if (content) {\n return content;\n }\n }\n\n if
(nullOnMissing) {\n return null;\n }\n\n else {\n throw new Error("'" + aSource + "' is not in the
SourceMap.");\n }\n };\n\n\n /**\n * Returns the generated line and column information for the
original source,\n * line, and column positions provided. The only argument is an object with\n *
the following properties:\n * - source: The filename of the original source.\n * - line: The line
number in the original source.\n * - column: The column number in the original source.\n * and
an object is returned with the following properties:\n * - line: The line number in the
generated source, or null.\n * - column: The column number in the generated source, or null.\n
*/\n\n IndexedSourceMapConsumer.prototype.generatedPositionFor =\n function\n IndexedSourceMapConsumer_generatedPositionFor(aArgs) {\n for (var i = 0; i <
```

```
this._sections.length; i++) {\n var section = this._sections[i];\n\n // Only consider this section if  
the requested source is in the list of\n sources of the consumer.\n if  
(section.consumer.sources.indexOf(util.getArg(aArgs, 'source')) === -1) {\n continue;\n }\n var  
generatedPosition = section.consumer.generatedPositionFor(aArgs);\n if (generatedPosition)  
\n var ret = {\n line: generatedPosition.line +\n (section.generatedOffset.generatedLine - 1),\n column: generatedPosition.column +\n (section.generatedOffset.generatedLine ===  
generatedPosition.line\n ? section.generatedOffset.generatedColumn - 1\n : 0)\n };\n return  
ret;\n }\n\n return {\n line: null,\n column: null\n };\n\n /**\n * Parse the mappings in a  
string in to a data structure which we can easily\n * query (the ordered arrays in the  
`this.__generatedMappings` and\n * `this.__originalMappings` properties).\n */\n\n IndexedSourceMapConsumer.prototype._parseMappings =\n function  
IndexedSourceMapConsumer_parseMappings(aStr, aSourceRoot) {\n this.__generatedMappings = [];\n this.__originalMappings = [];\n for (var i = 0; i <  
this._sections.length; i++) {\n var section = this._sections[i];\n var sectionMappings =  
section.consumer._generatedMappings;\n for (var j = 0; j < sectionMappings.length; j++) {\n var mapping = sectionMappings[j];\n\n var source =  
section.consumer._sources.at(mapping.source);\n if (section.consumer.sourceRoot !== null) {\n source = util.join(section.consumer.sourceRoot, source);\n }\n this._sources.add(source);\n source = this._sources.indexOf(source);\n\n var name =  
section.consumer._names.at(mapping.name);\n this._names.add(name);\n name =  
this._names.indexOf(name);\n\n // The mappings coming from the consumer for the section  
have\n // generated positions relative to the start of the section, so we\n // need to offset them  
to be relative to the start of the concatenated\n // generated file.\n var adjustedMapping = {\n source: source,\n generatedLine: mapping.generatedLine +\n (section.generatedOffset.generatedLine - 1),\n generatedColumn: mapping.generatedColumn  
+ (section.generatedOffset.generatedLine === mapping.generatedLine\n ?  
section.generatedOffset.generatedColumn - 1\n : 0),\n originalLine: mapping.originalLine,\n originalColumn: mapping.originalColumn,\n name: name\n };\n\n this.__generatedMappings.push(adjustedMapping);\n if (typeof adjustedMapping.originalLine  
=== 'number') {\n this.__originalMappings.push(adjustedMapping);\n }\n }\n }\n\n quickSort(this.__generatedMappings, util.compareByGeneratedPositionsDeflated);\n quickSort(this.__originalMappings,  
util.compareByOriginalPositions);\n }\n\n exports.IndexedSourceMapConsumer =  
IndexedSourceMapConsumer;\n\n\n ## sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.  
node_modules/snapdragon/node_modules/source-map/lib/source-map-consumer.js?");
```

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See LICENSE or:\n * http://opensource.org/licenses/BSD-3-Clause\n */\n\nvar util =  

__webpack_require__(/*! ./util */"./node_modules/snapdragon/node_modules/source-map/lib/  

util.js");\nvar has = Object.prototype.hasOwnProperty;\nvar hasNativeMap = typeof Map !==  

"undefined";\n\n/**\n * A data structure which is a combination of an array and a set. Adding a  

new\n * member is O(1), testing for membership is O(1), and finding the index of an\n *  

element is O(1). Removing elements from the set is not supported. Only\n * strings are  

supported for membership.\n */\nfunction ArraySet() {\n  this._array = [];\n  this._set =  

hasNativeMap ? new Map() : Object.create(null);\n}\n\n/**\n * Static method for creating  

ArraySet instances from an existing array.\n */\nArraySet.fromArray = function  

ArraySet_fromArray(aArray, aAllowDuplicates) {\n  var set = new ArraySet();\n  for (var i = 0, len  

= aArray.length; i < len; i++) {\n    set.add(aArray[i], aAllowDuplicates);\n  }\n  return set;\n};\n\n/  

**\n * Return how many unique items are in this ArraySet. If duplicates have been\n * added,  

than those do not count towards the size.\n */\n * @returns Number\n */\n\nArraySet.prototype.size = function ArraySet_size() {\n  return hasNativeMap ? this._set.size :  

Object.getOwnPropertyNames(this._set).length;\n};\n\n/**\n * Add the given string to this set.\n */\n * @param String aStr\n */\nArraySet.prototype.add = function ArraySet_add(aStr,  

aAllowDuplicates) {\n  var sStr = hasNativeMap ? aStr : util.toSetString(aStr);\n  var isDuplicate  

= hasNativeMap ? this.has(aStr) : has.call(this._set, sStr);\n  var idx = this._array.length;\n  if (!  

isDuplicate || aAllowDuplicates) {\n    this._array.push(aStr);\n  }\n  if (!isDuplicate) {\n    if

```

```
(hasNativeMap) {\n this._set.set(aStr, idx);\n } else {\n this._set[sStr] = idx;\n }\n\n Is the given string a member of this set?\n * @param String aStr\n */\n\nArraySet.prototype.has = function ArraySet_has(aStr) {\n if (hasNativeMap) {\n return this._set.has(aStr);\n } else {\n var sStr = util.toSetString(aStr);\n return has.call(this._set, sStr);\n }\n}\n\n What is the index of the given string in the array?\n * @param String aStr\n */\n\nArraySet.prototype.indexOf = function ArraySet_indexOf(aStr) {\n if (hasNativeMap) {\n var idx = this._set.get(aStr);\n if (idx >= 0) {\n return idx;\n }\n } else {\n var sStr = util.toSetString(aStr);\n if (has.call(this._set, sStr)) {\n return this._set[sStr];\n }\n }\n throw new Error("'" + aStr + "' is not in the set.");\n }\n\n What is the element at the given index?\n * @param Number aldx\n */\n\nArraySet.prototype.at = function ArraySet_at(aldx) {\n if (aldx >= 0 && aldx < this._array.length) {\n return this._array[aldx];\n }\n throw new Error('No element indexed by ' + aldx);\n }\n\n Returns the array representation of this set (which has the proper indices indicated by indexOf). Note that this is a copy of the internal array used for storing the members so that no one can mess with internal state.\n */\n\nArraySet.prototype.toArray = function ArraySet_toArray() {\n return this._array.slice();\n }\n\n exports.ArraySet = ArraySet;\n\n // sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/snapdragon/node_modules/source-map/lib/array-set.js?");
```

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OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE\n * OF THIS SOFTWARE,
EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.\n */\n\nvar base64 =
__webpack_require__(/*! ./base64 */ './node_modules/snapdragon/node_modules/source-map/lib/base64.js');\n\n// A single base 64 digit can contain 6 bits of data. For the base 64
variable-length quantities we use in the source map spec, the first bit is the sign,\n// the next four bits are the actual value, and the 6th bit is the continuation bit. The continuation bit tells us whether there are more digits in this value following this digit.\n// Continuation | Sign | Value | 101011\nvar VLQ_BASE_SHIFT = 5;\n// binary: 100000\nvar VLQ_BASE = 1 << VLQ_BASE_SHIFT;\n// binary: 011111\nvar VLQ_BASE_MASK = VLQ_BASE - 1;\n// binary: 100000\nvar VLQ_CONTINUATION_BIT = VLQ_BASE;\n\n/**\n * Converts from a two-complement value to a value where the sign bit is placed in the least significant bit. For example, as decimals: 1 becomes 2 (10 binary), -1 becomes 3 (11 binary)\n * 2 becomes 4 (100 binary), -2 becomes 5 (101 binary)\n */\nfunction toVLQSigned(aValue) {\n return aValue < 0 ? ((-aValue) << 1) + 1 : (aValue << 1) + 0;\n}\n\n/**\n * Converts to a two-complement value from a value where the sign bit is placed in the least significant bit. For example, as decimals: 2 (10 binary) becomes 1, 3 (11 binary)

```

becomes -1\n * 4 (100 binary) becomes 2, 5 (101 binary) becomes -2\n */\nfunction fromVLQSigned(aValue) {\n  var isNegative = (aValue & 1) === 1;\n  var shifted = aValue >> 1;\n  return isNegative ? -shifted : shifted;\n}\n\n/**\n * Returns the base 64 VLQ encoded value.\n */\nexports.encode = function base64VLQ_encode(aValue) {\n  var encoded = \"\";\n  var digit;\n  var vlq = toVLQSigned(aValue);\n  do {\n    digit = vlq & VLQ_BASE_MASK;\n    vlq >>= VLQ_BASE_SHIFT;\n    if (vlq > 0) {\n      // There are still more digits in this value, so we must make sure the continuation bit is marked.\n      digit |= VLQ_CONTINUATION_BIT;\n    }\n    encoded += base64.encode(digit);\n  } while (vlq > 0);\n  return encoded;\n};\n\n/**\n * Decodes the next base 64 VLQ value from the given string and returns the value and the rest of the string via the out parameter.\n */\nexports.decode = function base64VLQ_decode(aStr, aIndex, aOutParam) {\n  var strLen = aStr.length;\n  var result = 0;\n  var shift = 0;\n  var continuation, digit;\n  do {\n    if (aIndex >= strLen) {\n      throw new Error("Expected more digits in base 64 VLQ value.");\n    }\n    digit = base64.decode(aStr.charCodeAt(aIndex++));\n    if (digit === -1) {\n      throw new Error("Invalid base64 digit: '" + aStr.charAt(aIndex - 1)");\n    }\n    continuation = !(digit & VLQ_CONTINUATION_BIT);\n    digit &= VLQ_BASE_MASK;\n    result = result + (digit << shift);\n    shift += VLQ_BASE_SHIFT;\n  } while (continuation);\n  aOutParam.value = fromVLQSigned(result);\n  aOutParam.rest = aIndex;\n}\n\n// sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/snapdragon/node_modules/source-map/lib/base64-vlq.js?");
```

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See LICENSE or:\n * http://opensource.org/licenses/BSD-3-Clause\n */\n\nvar util =  

__webpack_require__(/*! ./util */"./node_modules/snapdragon/node_modules/source-map/lib/  

util.js");\n\n/**\n * Determine whether mappingB is after mappingA with respect to generated\n * position.\n */\nfunction generatedPositionAfter(mappingA, mappingB) {\n  // Optimized for  

most common case\n  var lineA = mappingA.generatedLine;\n  var lineB =  

mappingB.generatedLine;\n  var columnA = mappingA.generatedColumn;\n  var columnB =  

mappingB.generatedColumn;\n  return lineB > lineA || lineB == lineA && columnB >= columnA\n}\n\nutil.compareByGeneratedPositionsInflated(mappingA, mappingB) <= 0;\n\n\n/**\n * A data  

structure to provide a sorted view of accumulated mappings in a\n * performance conscious  

manner. It trades a negligible overhead in general\n * case for a large speedup in case of  

mappings being added in order.\n */\nfunction MappingList() {\n  this._array = [];\n  this._sorted =  

true;\n  // Serves as infimum\n  this._last = {generatedLine: -1, generatedColumn: 0};\n}\n\n/**\n * Iterate through internal items. This method takes the same arguments that\n *  

`Array.prototype.forEach` takes.\n */\n * NOTE: The order of the mappings is NOT  

guaranteed.\n */\nMappingList.prototype.unsortedForEach = function  

MappingList_forEach(aCallback, aThisArg) {\n  this._array.forEach(aCallback,  

aThisArg);\n};\n\n/**\n * Add the given source mapping.\n */\n * @param Object aMapping\n */\nMappingList.prototype.add = function MappingList_add(aMapping) {\n  if  

(generatedPositionAfter(this._last, aMapping)) {\n    this._last = aMapping;\n  

    this._array.push(aMapping);\n  } else {\n    this._sorted = false;\n    this._array.push(aMapping);\n  }\n};\n\n/**\n * Returns the flat, sorted array of mappings. The mappings are sorted by\n *  

generated position.\n */\n * WARNING: This method returns internal data without copying, for\n *  

performance. The return value must NOT be mutated, and should be treated as\n *  

an immutable borrow. If you want to take ownership, you must make your own\n *  

copy.\n */\nMappingList.prototype.toArray = function MappingList_toArray() {\n  if (!this._sorted) {\n  

    this._array.sort(util.compareByGeneratedPositionsInflated);\n    this._sorted = true;\n  }\n  return  

this._array;\n};\n\nexports.MappingList = MappingList;\n\n\n// sourceURL=webpack://@nicolo-  

ribaudo/chokidar-2/./node_modules/snapdragon/node_modules/source-map/lib/mapping-  

list.js?");

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```
Copyright 2014 Simon Lydell\n// X11 ("MIT") Licensed. (See LICENSE.)\n\nvoid (function(root, factory) {\n  if (true) {\n    !(__WEBPACK_AMD_DEFINE_FACTORY__ =\n      (factory),\n      !t__WEBPACK_AMD_DEFINE_RESULT__ = (typeof\n        __WEBPACK_AMD_DEFINE_FACTORY__ === 'function' ?\n          \n            __WEBPACK_AMD_DEFINE_FACTORY__ .call(exports, __webpack_require__ , exports,
```



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module)) :\n\t\t __WEBPACK_AMD_DEFINE_FACTORY__,\n\t\t __WEBPACK_AMD_DEFINE_RESULT__ !== undefined && { module.exports = __WEBPACK_AMD_DEFINE_RESULT__ }  
    \n } else {})(this, function() {\n\n    var innerRegex = /[#@] sourceMappingURL=(("[^\\s"]*"|'[^']*'|\\/\\.?\\/)?)" + "\\(?:?:'" +  
    innerRegex.source + '\\)')|" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "  
    \\\" + \"\\\")\"" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "\\(\\\\\\\\\\\\\\\\s*" + "  
getFrom: function(code) {\n    var match = code.match(regex)\n    return (match ? match[1] ||  
        match[2] || \"\": null)\n},\nexistsIn: function(code) {\n    return regex.test(code)\n},\nremoveFrom: function(code) {\n    return code.replace(regex, \"\")\n },\ninsertBefore:  
function(code, string) {\n    var match = code.match(regex)\n    if (match) {\n    return code.slice(0,  
        match.index) + string + code.slice(match.index)\n    } else {\n    return code + string\n    }\n}\n  
\n});\n\n// sourceMappingURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/source-map-url/source-map-url.js?");
```

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Copyright 2014 Simon Lydell\r\n// X11 ("MIT") Licensed. (See LICENSE.)\r\n\r\nvar path =  
__webpack_require__ (/*! path */ \"path\")\r\n\r\n\"use strict\"\r\n\r\nfunction urix(aPath) {\r\n  if  
(path.sep === '\\\\\\\\') {\r\n    return aPath\r\n      .replace(/\\\\\\\\g, '\\\\')\r\n      .replace(/^[a-z]:\\\\?/i, '\\\\')  
  }\r\n  return aPath\r\n}\r\n\r\nmodule.exports = urix\r\n\r\n\r\n// sourceURL=webpack://  
@nicolo-ribaudo/chokidar-2/./node_modules/urix/index.js?");
```

```
Copyright © 2015-2018, Jon Schlinkert.\n * Released under the MIT License.\n */\n\n(function(factory) {\n  if (exports && typeof exports === 'object' && !\"object\" !== 'undefined')\n    {\n      module.exports = factory();\n    }\n  else if (true) {\n    !(__WEBPACK_AMD_DEFINE_ARRAY__ =\n    [], __WEBPACK_AMD_DEFINE_FACTORY__ =\n    (factory),\n    !\n    __WEBPACK_AMD_DEFINE_RESULT__ = (typeof\n    __WEBPACK_AMD_DEFINE_FACTORY__ === 'function' ?\n    !\n    __WEBPACK_AMD_DEFINE_FACTORY__.apply(exports,\n    __WEBPACK_AMD_DEFINE_ARRAY__)) :\n    __WEBPACK_AMD_DEFINE_RESULT__ !\n    == undefined && (module.exports = __WEBPACK_AMD_DEFINE_RESULT__));\n  }\n  else {\n    (function() {\n      'use strict';\n      return function isWindows() {\n        return process && (process.platform\n        === 'win32' || !/^msyscygwin$/ .test(process.env.OSTYPE));\n      }\n    })();\n  }\n\n  sourceURL=webpack://@nicolo-ribaudo/chokidar-2/.node_modules/is-windows/index.js?");
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https://developer.mozilla.org/en-US/docs/JavaScript/Reference/Global_Objects/Object/freeze

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# Notice

This project contains several dependencies which have been vendored in

```

due to a need for minor changes. Where possible changes have been contributed back to the original project.

container-info

- **path:** [lib/container-info.js](lib/container-info.js)
- **author:** Stephen Belanger
- **project url:** <https://github.com/Qard/container-info>
- **original file:** <https://github.com/Qard/container-info/blob/master/index.js>
- **license:** MIT License (MIT), <http://opensource.org/licenses/MIT>

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shimmer

- **path:** [lib/instrumentation/shimmer.js](lib/instrumentation/shimmer.js)
- **author:** Forrest L Norvell
- **project url:** <https://github.com/othiym23/shimmer>
- **original file:** <https://github.com/othiym23/shimmer/blob/master/index.js>
- **license:** BSD-2-Clause, <http://opensource.org/licenses/BSD-2-Clause>

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process-top

- **path:** [lib/metrics/platforms/generic/process-top.js](lib/metrics/platforms/generic/process-top.js)
- **author:** Mathias Buus
- **project url:** <https://github.com/mafintosh/process-top>
- **original file:** <https://github.com/mafintosh/process-top/blob/master/index.js>
- **license:** MIT License (MIT), <http://opensource.org/licenses/MIT>

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## opentelemetry-js
- **path:** [lib/instrumentation/run-context/](lib/instrumentation/run-context/)
- **author:** OpenTelemetry Authors
- **project url:** https://github.com/open-telemetry/opentelemetry-js
- **original file:** https://github.com/open-telemetry/opentelemetry-js/tree/main/packages/opentelemetry-context-async-hooks/src
- **license:** Apache License 2.0, https://github.com/open-telemetry/opentelemetry-js/blob/main/packages/opentelemetry-context-async-hooks/LICENSE

Parts of "lib/instrumentation/run-context" have been adapted from or influenced
by TypeScript code in `@opentelemetry/context-async-hooks`.

- **path:** [lib/opentelemetry-bridge/otelutils.js](lib/opentelemetry-bridge/otelutils.js)
- **author:** OpenTelemetry Authors
- **project url:** https://github.com/open-telemetry/opentelemetry-js
- **original file:** https://github.com/open-telemetry/opentelemetry-js/tree/main/packages/opentelemetry-core/src/common/time.ts
- **license:** Apache License 2.0, https://github.com/open-telemetry/opentelemetry-js/blob/main/packages/opentelemetry-core/LICENSE

"lib/opentelemetry-bridge/opentelemetry-core-mini/" includes files adapted from
code in `@opentelemetry/core`.

- **path:** [lib/opentelemetry-bridge/opentelemetry-core-mini/](lib/opentelemetry-bridge/opentelemetry-core-mini/)
- **author:** OpenTelemetry Authors
- **project url:** https://github.com/open-telemetry/opentelemetry-js
- **original file:** https://github.com/open-telemetry/opentelemetry-js/tree/main/packages/opentelemetry-core/src/
- **license:** Apache License 2.0, https://github.com/open-telemetry/opentelemetry-js/blob/main/packages/opentelemetry-core/LICENSE
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## load-source-map
- **path:** [lib/load-source-map.js](lib/load-source-map.js)
- **author:** Espen Hovlandsdal
- **project url:** https://github.com/rexxars/load-source-map
- **original file:** https://github.com/rexxars/load-source-map/blob/v2.0.0/lib/index.js

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esbuild

A small part of esbuild's runtime JS code is used in this project's

"lib/propwrap.js" module.

- **path:** [lib/propwrap.js](lib/propwrap.js)

- **author:** Evan Wallace

- **project url:** <https://github.com/evanw/esbuild>

- **original file:** <https://github.com/evanw/esbuild/blob/v0.14.42/internal/runtime/runtime.go>

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@types/aws-lambda

A subset of `@types/aws-lambda` is vendored to support this project's TypeScript types without required users to install the extra dependency.

- **path:** [types/aws-lambda.d.ts](types/aws-lambda.d.ts)

- **project url:** <https://github.com/DefinitelyTyped/DefinitelyTyped>

- **original file:** <https://github.com/DefinitelyTyped/DefinitelyTyped/blob/master/types/aws-lambda/handler.d.ts>

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Node.js

- **path:** [lib/async-hooks-polyfill.js](lib/async-hooks-polyfill.js)


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- **project url:** https://github.com/nodejs/node
- **original file:** https://github.com/nodejs/node/blob/v17.8.0/lib/async_hooks.js
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rejected).\n * @returns A Promise for the completion of the callback.\n */\n finally(onfinally?: ()\n=> void) | undefined | null): Promise<T>.\n'\n';
```

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License.
***** */
<reference no-default-lib="true"/>
/**
 * The decorator context types provided to class
element decorators.
 */
type ClassMemberDecoratorContext =
 | ClassMethodDecoratorContext
 | ClassGetterDecoratorContext
 | ClassSetterDecoratorContext
 | ClassFieldDecoratorContext
 | ClassAccessorDecoratorContext;
/**
 * The decorator context types provided to any
decorator.
 */
type DecoratorContext =
 | ClassDecoratorContext
 | ClassMemberDecoratorContext;
type DecoratorMetadataObject = Record<PropertyKey,
unknown> & object;
type DecoratorMetadata = typeof globalThis extends { Symbol:
{ readonly metadata: symbol; } } ? DecoratorMetadataObject : DecoratorMetadataObject |
undefined;
/**
 * Context provided to a class decorator.
 */
@template Class
The type of
the decorated class associated with this context.
interface ClassDecoratorContext<
This = unknown,
Value extends (this: This, ...args: any) => any = (this: This, ...args: any) => any,
> {
/**
The kind of element that was decorated.
 */
readonly kind: "class";
/**
The name of the
decorated class.
 */
readonly name: string | undefined;
/**
 * Adds a callback to be
invoked after the class definition has been finalized.
 */
@example
 * ``ts
 * function
customElement(name: string): ClassDecoratorFunction {
 * return (target, context) => {
 * context.addInitializer(function () {
 * customElements.define(name, this);
 * });
 * }
 * }
 *
 * @customElement("my-element")
 * class MyElement {}
 * ``
 *
 *
 *
 */
addInitializer(initializer:
(this: Class) => void): void;
readonly metadata: DecoratorMetadata;
}
/**
 * Context
provided to a class method decorator.
 */
@template This
The type on which the class element
will be defined. For a static class element, this will be
 * the type of the constructor. For a non-
static class element, this will be the type of the instance.
 */
@template Value
The type of the
decorated class method.
interface ClassMethodDecoratorContext<
This = unknown,
Value extends (this: This, ...args: any) => any = (this: This, ...args: any) => any,
> {
/**
The kind of class element that was decorated.
 */
readonly kind: "method";
/**
The name of the
decorated class element.
 */
readonly name: string | symbol;
/**
A value indicating whether
the class element is a static ( `true` ) or instance ( `false` ) element.
 */
readonly static:
boolean;
/**
A value indicating whether the class element has a private name.
 */
readonly private:
boolean;
/**
An object that can be used to access the current value of the class
element at runtime.
 */
readonly access: {
/**
 * Determines whether an object has a
property with the same name as the decorated element.
 */
has(object: This): boolean;
/**
 * Gets the current value of the method from the provided object.
 */
@example
 * let
fn = context.access.get(instance);
 *
 *
 */
get(object: This): Value;
}
/**
 * Adds a callback
to be invoked either before static initializers are run (when
 * decorating a `static` element), or
before instance initializers are run (when
 * decorating a non-`static` element).
 */
@example
 * ``ts
 * const bound: ClassMethodDecoratorFunction = (value, context) => {
 * if
(context.private) throw new TypeError("Not supported on private methods.");
 *
 *
 */
context.addInitializer(function () {
 * this[context.name] = this[context.name].bind(this);
 * }
 * }
 *
 *
 */
class C {
 * message = "Hello";
 *
 *
 */
@bound
 * m() {
 *
 *
 */
console.log(this.message);
 * }
 * }
 *
 *
 */
 *
 */
addInitializer(initializer: (this: This) => void):
void;
readonly metadata: DecoratorMetadata;
}
/**
 * Context provided to a class
getter decorator.
 */
@template This
The type on which the class element will be defined. For a
static class element, this will be
 * the type of the constructor. For a non-static class element,

```

```

this will be the type of the instance.\n * @template Value The property type of the decorated
class getter.\n */\ninterface ClassGetterDecoratorContext<\n This = unknown,\n Value =
unknown,\n> {\n /** The kind of class element that was decorated. */\n readonly kind:
"getter";\n /** The name of the decorated class element. */\n readonly name: string |
symbol;\n /** A value indicating whether the class element is a static (`true`) or instance
(`false`) element. */\n readonly static: boolean;\n /** A value indicating whether the class
element has a private name. */\n readonly private: boolean;\n /** An object that can be used
to access the current value of the class element at runtime. */\n readonly access: {\n /**\n *
Determines whether an object has a property with the same name as the decorated element.\n
*/\n has(object: This): boolean;\n /**\n * Invokes the getter on the provided object.\n */\n *
@example\n * let value = context.access.get(instance);\n */\n get(object: This): Value;\n };\n /
**\n * Adds a callback to be invoked either before static initializers are run (when\n * decorating
a `static` element), or before instance initializers are run (when\n * decorating a non-`static`
element).\n */\n addInitializer(initializer: (this: This) => void): void;\n\n readonly metadata:
DecoratorMetadata;\n }\n\n /**\n * Context provided to a class setter decorator.\n */\n @template
This The type on which the class element will be defined. For a static class element, this will
be\n * the type of the constructor. For a non-static class element, this will be the type of the
instance.\n * @template Value The type of the decorated class setter.\n */\ninterface
ClassSetterDecoratorContext<\n This = unknown,\n Value = unknown,\n> {\n /** The kind of
class element that was decorated. */\n readonly kind: "setter";\n /** The name of the
decorated class element. */\n readonly name: string | symbol;\n /** A value indicating whether
the class element is a static (`true`) or instance (`false`) element. */\n readonly static:
boolean;\n /** A value indicating whether the class element has a private name. */\n readonly
private: boolean;\n /** An object that can be used to access the current value of the class
element at runtime. */\n readonly access: {\n /**\n * Determines whether an object has a
property with the same name as the decorated element.\n */\n has(object: This): boolean;\n /
**\n * Invokes the setter on the provided object.\n */\n * @example\n *
context.access.set(instance, value);\n */\n set(object: This, value: Value): void;\n };\n\n /**\n *
Adds a callback to be invoked either before static initializers are run (when\n * decorating a
`static` element), or before instance initializers are run (when\n * decorating a non-`static`
element).\n */\n addInitializer(initializer: (this: This) => void): void;\n\n readonly metadata:
DecoratorMetadata;\n }\n\n /**\n * Context provided to a class `accessor` field decorator.\n */\n
@template This The type on which the class element will be defined. For a static class
element, this will be\n * the type of the constructor. For a non-static class element, this will be
the type of the instance.\n * @template Value The type of decorated class field.\n */\ninterface
ClassAccessorDecoratorContext<\n This = unknown,\n Value = unknown,\n> {\n /** The kind of
class element that was decorated. */\n readonly kind: "accessor";\n /** The name of the
decorated class element. */\n readonly name: string | symbol;\n /** A value indicating whether
the class element is a static (`true`) or instance (`false`) element. */\n readonly static:
boolean;\n /** A value indicating whether the class element has a private name. */\n readonly
private: boolean;\n /** An object that can be used to access the current value of the class
element at runtime. */\n readonly access: {\n /**\n * Determines whether an object has a
property with the same name as the decorated element.\n */\n has(object: This): boolean;\n /
**\n * Invokes the getter on the provided object.\n */\n * @example\n * let value =
context.access.get(instance);\n */\n get(object: This): Value;\n /**\n * Invokes the setter on the
provided object.\n */\n * @example\n * context.access.set(instance, value);\n */\n set(object:
This, value: Value): void;\n };\n\n /**\n * Adds a callback to be invoked either before static
initializers are run (when\n * decorating a `static` element), or before instance initializers are
run (when\n * decorating a non-`static` element).\n */\n addInitializer(initializer: (this: This) =>
void): void;\n\n readonly metadata: DecoratorMetadata;\n }\n\n /**\n * Describes the target
provided to class `accessor` field decorators.\n */\n @template This The `this` type to which the
target applies.\n * @template Value The property type for the class `accessor` field.\n */\n
interface ClassAccessorDecoratorTarget<This, Value> {\n /**\n * Invokes the getter that was
defined prior to decorator application.\n */\n * @example\n * let value =
target.get.call(instance);\n */\n get(this: This): Value;\n /**\n * Invokes the setter that was
defined prior to decorator application.\n */\n * @example\n * target.set.call(instance, value);\n

```

```

*An set(this: This, value: Value): void;\n\n/**\n * Describes the allowed return value from a  

class `accessor` field decorator.\n * @template This The `this` type to which the target  

applies.\n * @template Value The property type for the class `accessor` field.\n */\ninterface  

ClassAccessorDecoratorResult<This, Value> {\n /**\n * An optional replacement getter  

function. If not provided, the existing getter function is used instead.\n */\n get?(this: This):  

Value;\n\n /**\n * An optional replacement setter function. If not provided, the existing setter  

function is used instead.\n */\n set?(this: This, value: Value): void;\n\n /**\n * An optional  

initializer mutator that is invoked when the underlying field initializer is evaluated.\n * @param  

value The incoming initializer value.\n * @returns The replacement initializer value.\n */\n init?  

(this: This, value: Value): Value;\n\n /**\n * Context provided to a class field decorator.\n *  

@template This The type on which the class element will be defined. For a static class  

element, this will be\n * the type of the constructor. For a non-static class element, this will be  

the type of the instance.\n * @template Value The type of the decorated class field.\n */  

\ninterface ClassFieldDecoratorContext<\n This = unknown,\n Value = unknown,\n> {\n /** The  

kind of class element that was decorated. */\n readonly kind: "field";\n\n /** The name of the  

decorated class element. */\n readonly name: string | symbol;\n\n /** A value indicating whether  

the class element is a static (`true`) or instance (`false`) element. */\n readonly static:  

boolean;\n\n /** A value indicating whether the class element has a private name. */\n readonly  

private: boolean;\n\n /** An object that can be used to access the current value of the class  

element at runtime. */\n readonly access: {\n /**\n * Determines whether an object has a  

property with the same name as the decorated element.\n */\n has(object: This): boolean;\n\n /**  

* Gets the value of the field on the provided object.\n */\n get(object: This): Value;\n\n /**  

* Sets the value of the field on the provided object.\n */\n set(object: This, value: Value):  

void;\n };\n\n /**\n * Adds a callback to be invoked either before static initializers are run  

(when\n * decorating a `static` element), or before instance initializers are run (when\n *  

decorating a non-`static` element).\n */\n addInitializer(initializer: (this: This) => void): void;\n\n  

readonly metadata: DecoratorMetadata;\n\n';

```

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```
***** */  
<reference no-default-lib="true"/>  
<reference lib="es2015.iterable" />  
<reference lib="es2015.symbol" />  
interface SymbolConstructor {  
    /**  
     * A regular expression method that matches the regular expression against a string. Called  
     * by the String.prototype.matchAll method.  
     *  
     * readonly matchAll: unique symbol;  
    }  
interface RegExp {  
    /**  
     * 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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```
License.\n***** */\n\n//  
<reference no-default-lib="true"/>\n\n// <reference 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   * 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}
```

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```
License.\n*****\n<reference no-default-lib="true"/>\n\n// <reference lib="es2015.symbol" />\n\n// <reference lib="es2015.symbol.wellknown" />\n\n\ninterface SharedArrayBuffer {\n  /**\n   * Read-only. The length of the ArrayBuffer (in bytes).\n   */\n  readonly byteLength: number;\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}\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. Until this atomic operation completes, any other read or write operation against the array will block.\n   */\n  add(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\n  /**\n   * Stores the bitwise AND of a value with the value at the given position in the array, returning the original value. Until this atomic operation completes, any other read or write operation against the array will block.\n   */\n  and(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\n  /**\n   * Replaces the value at the given position in the array if the original value equals the given expected value, returning the original value. Until this atomic operation completes, any 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   * Replaces the value at the given position in the array, returning the original value. Until this atomic operation completes, any other read or write operation against the array will block.\n   */\n  exchange(typedArray: Int8Array | Uint8Array | Int16Array | Uint16Array | Int32Array | Uint32Array, index: number, value: number): number;\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 * 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 * 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 * 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 * 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 * 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 * 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 * 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="es2017.string" />\n/// <reference lib="es2017.intl" />\n/// <reference
lib="es2017.typedarrays" />\n/// <reference lib="es2017.date" />\n';
```

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```
<reference no-default-lib="true"/>\n\n/// <reference lib="es2018" />\n\n/// <reference
lib="es2019.array" />\n\n/// <reference lib="es2019.object" />\n\n/// <reference
lib="es2019.string" />\n\n/// <reference lib="es2019.symbol" />\n\n/// <reference lib="es2019.intl" /
>\n';
```

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```
License.\n*****\n\n\n//
<reference no-default-lib="true"/>\n\n\n// <reference lib="es2018.intl" />\ndeclare namespace Intl
{\n /**\n * A string that is a valid [Unicode BCP 47 Locale Identifier](https://unicode.org/reports/
tr35/#Unicode_locale_identifier).\n *\n * For example: "fa", "es-MX", "zh-Hant-TW".\n *\n * See
[MDN - Intl - locales argument](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl#locales_argument).\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 type RelativeTimeFormatUnit =\n | "year"\n |
"years"\n | "quarter"\n | "quarters"\n | "month"\n | "months"\n | "week"\n | "weeks"\n | "day"\n |
"days"\n | "hour"\n | "hours"\n | "minute"\n | "minutes"\n | "second"\n | "seconds";\n\n /**\n *
Value of the `unit` property in objects returned by\n *
`Intl.RelativeTimeFormat.prototype.formatToParts()`. `formatToParts` and\n * `format` methods
accept either singular or plural unit names as input,\n * but `formatToParts` only outputs
singular (e.g. "day") not plural (e.g. "days").\n *\n [MDN](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
formatToParts#Using_formatToParts).\n *\n type RelativeTimeFormatUnitSingular =\n |
"year"\n | "quarter"\n | "month"\n | "week"\n | "day"\n | "hour"\n | "minute"\n | "second";\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 *\n type
RelativeTimeFormatLocaleMatcher = "lookup" | "best fit";\n\n /**\n * The format of output
message.\n *\n [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat/RelativeTimeFormat#Parameters).\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 *\n type
RelativeTimeFormatStyle = "long" | "short" | "narrow";\n\n /**\n * The locale or locales to use\n
*\n * See [MDN - Intl - locales argument](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl#locales_argument).\n *\n type LocalesArgument =
UnicodeBCP47LocaleIdentifier | Locale | readonly (UnicodeBCP47LocaleIdentifier | Locale)[] |
undefined;\n\n /**\n * An object with some or all of properties of `options` parameter\n * of
`Intl.RelativeTimeFormat` constructor.\n *\n [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
RelativeTimeFormat#Parameters).\n *\n interface RelativeTimeFormatOptions {\n /** The
locale matching algorithm to use. For information about this option, see [Intl page](https://
developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/
Intl#Locale_negotiation). *\n localeMatcher?: RelativeTimeFormatLocaleMatcher;\n /** The
format of output message. *\n numeric?: RelativeTimeFormatNumeric;\n /** The length of the
internationalized message. *\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 *\n [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/
```



```

resolvedOptions#Description).\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 */\n *
[MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl/RelativeTimeFormat/formatToParts#Using_formatToParts).\n */\n type
RelativeTimeFormatPart =\n | {\n type: "literal";\n value: string;\n }\n | {\n type:
Exclude<NumberFormatPartTypes, "literal">;\n value: string;\n unit:
RelativeTimeFormatUnitSingular;\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 */\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) to use in the relative time internationalized
message.\n */\n * @throws `RangeError` if `unit` was given something other than `unit` possible
values\n */\n * @returns {string} 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 */\n format(value: number, unit: RelativeTimeFormatUnit):
string;\n\n /**\n * Returns an array of objects representing the relative time format in parts that
can be used for custom locale-aware formatting.\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) to use in the relative time internationalized message.\n
*/\n * @throws `RangeError` if `unit` was given something other than `unit` possible values\n
*/\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl/RelativeTimeFormat/formatToParts).\n */\n formatToParts(value: number, unit:
RelativeTimeFormatUnit): RelativeTimeFormatPart[];\n\n /**\n * Provides access to the locale
and options computed during initialization of this `Intl.RelativeTimeFormat` object.\n */\n *
[MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl/RelativeTimeFormat/resolvedOptions).\n */\n resolvedOptions():
ResolvedRelativeTimeFormatOptions;\n }\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 * [Compatibility](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/RelativeTimeFormat#Browser_compatibility).\n */\n const
RelativeTimeFormat: {\n /**\n * Creates [Intl.RelativeTimeFormat](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
RelativeTimeFormat) 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
`RelativeTimeFormatOptions`.\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
new (\n locales?: LocalesArgument,\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 * @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 * @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 * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/RelativeTimeFormat/supportedLocalesOf).\n * /\n supportedLocalesOf(\n locales?: LocaleArgument,\n options?: RelativeTimeFormatOptions,\n):\n UnicodeBCP47LocaleIdentifier[];\n };\n\n interface NumberFormatOptions {\n compactDisplay?: "short" | "long" | undefined;\n notation?: "standard" | "scientific" | "engineering" | "compact" | undefined;\n signDisplay?: "auto" | "never" | "always" | "exceptZero" | undefined;\n unit?: string | undefined;\n unitDisplay?: "short" | "long" | "narrow" | undefined;\n currencyDisplay?: string | undefined;\n currencySign?: string | undefined;\n }\n\n interface ResolvedNumberFormatOptions {\n compactDisplay?: "short" | "long";\n notation?: "standard" | "scientific" | "engineering" | "compact";\n signDisplay?: "auto" | "never" | "always" | "exceptZero";\n unit?: string;\n unitDisplay?: "short" | "long" | "narrow";\n currencyDisplay?: string;\n currencySign?: string;\n }\n\n interface DateTimeFormatOptions {\n calendar?: string | undefined;\n dayPeriod?: "narrow" | "short" | "long" | undefined;\n numberingSystem?: string | undefined;\n\n dateStyle?: "full" | "long" | "medium" | "short" | undefined;\n timeStyle?: "full" | "long" | "medium" | "short" | undefined;\n hourCycle?: "h11" | "h12" | "h23" | "h24" | undefined;\n }\n\n type LocaleHourCycleKey = "h12" | "h23" | "h11" | "h24";\n\n type LocaleCollationCaseFirst = "upper" | "lower" | "false";\n\n interface LocaleOptions {\n /** A string containing the language, and the script and region if available. */\n baseName?: string;\n /** The part of the Locale that indicates the locale's calendar era. */\n calendar?: string;\n /** Flag that defines whether case is taken into account for the locale's collation rules. */\n caseFirst?: LocaleCollationCaseFirst;\n /** The collation type used for sorting */\n collation?: string;\n /** The time keeping format convention used by the locale. */\n hourCycle?: LocaleHourCycleKey;\n /** The primary language subtag associated with the locale. */\n language?: string;\n /** The numeral system used by the locale. */\n numberingSystem?: string;\n /** Flag that defines whether the locale has special collation handling for numeric characters. */\n numeric?: boolean;\n /** The region of the world (usually a country) associated with the locale. Possible values are region codes as defined by ISO 3166-1. */\n region?: string;\n /** The script used for writing the particular language used in the locale. Possible values are script codes as defined by ISO 15924. */\n script?: string;\n }\n\n interface Locale extends LocaleOptions {\n /** A string containing the language, and the script and region if available. */\n baseName: string;\n /** The primary language subtag associated with the locale. */\n language: string;\n /** Gets the most likely values for the language, script, and region of the locale based on existing values. */\n maximize(): Locale;\n /** Attempts to remove information about the locale that would be added by calling `Locale.maximize()`. */\n minimize(): Locale;\n /** Returns the locale's full locale identifier string. */\n toString(): UnicodeBCP47LocaleIdentifier;\n }\n\n /**\n * Constructor creates [Intl.Locale](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale)\n * objects\n * @param tag - A string with a [BCP 47 language tag](http://tools.ietf.org/html/rfc5646).\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 * @param options - An [object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale/Locale#Parameters) with some or all of options of the locale.\n * @returns [Intl.Locale](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale) object.\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Locale).\n */\n\n const Locale: {\n new (tag: UnicodeBCP47LocaleIdentifier | Locale, options?: LocaleOptions): Locale;\n };\n\n type DisplayNamesFallback =\n | "code"\n | "none";\n\n type DisplayNamesType =\n | "language"\n | "region"\n | "script"\n | "calendar"\n | "dateTimeField"\n | "currency";\n\n type

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DisplayNamesLanguageDisplay =\n | "dialect"\n | "standard";\n\n interface
DisplayNamesOptions {\n localeMatcher?: RelativeTimeFormatLocaleMatcher;\n style?:
RelativeTimeFormatStyle;\n type: DisplayNamesType;\n languageDisplay?:
DisplayNamesLanguageDisplay;\n fallback?: DisplayNamesFallback;\n }\n\n interface
ResolvedDisplayNamesOptions {\n locale: UnicodeBCP47LocaleIdentifier;\n style:
RelativeTimeFormatStyle;\n type: DisplayNamesType;\n fallback: DisplayNamesFallback;\n
languageDisplay?: DisplayNamesLanguageDisplay;\n }\n\n interface DisplayNames {\n /**\n *
Receives a code and returns a string based on the locale and options provided when
instantiating\n * [Intl.DisplayNames()](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl/DisplayNames)\n * \n * @param code The `code` to
provide depends on the `type` passed to display name during creation:\n * - If the type is
`"region"`, code should be either an [ISO-3166 two letters region code](https://www.iso.org/
iso-3166-country-codes.html),\n * or a [three digits UN M49 Geographic Regions](https://
unstats.un.org/unsd/methodology/m49/).\n * - If the type is `"script"`, code should be an
[ISO-15924 four letters script code](https://unicode.org/iso15924/iso15924-codes.html).\n * - If
the type is `"language"`, code should be a `languageCode` ["-" `scriptCode`] ["-" `regionCode` ]
*("-" `variant` )\n * subsequence of the unicode _language_id grammar in [UTS 35's Unicode
Language and Locale Identifiers grammar](https://unicode.org/reports/tr35/
#Unicode_language_identifier).\n * `languageCode` is either a two letters ISO 639-1 language
code or a three letters ISO 639-2 language code.\n * - If the type is `"currency"`, code should
be a [3-letter ISO 4217 currency code](https://www.iso.org/iso-4217-currency-codes.html).\n
*\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/DisplayNames/of).\n * \n * of(code: string): string | undefined;\n */\n *
Returns a new object with properties reflecting the locale and style formatting options
computed during the construction of the current\n * [Intl.DisplayNames](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames) object.\n * \n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/DisplayNames/resolvedOptions).\n * \n * resolvedOptions():
ResolvedDisplayNamesOptions;\n * \n * \n * /**\n * The [Intl.DisplayNames()](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/
DisplayNames)\n * object enables the consistent translation of language, region and script
display names.\n * \n * [Compatibility](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/DisplayNames#browser_compatibility).\n * \n * const
DisplayNames: {\n prototype: DisplayNames;\n * \n * /**\n * @param locales A string with a BCP
47 language tag, or an array of such strings.\n * For the general form and interpretation of the
`locales` argument, see the [Intl](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl#locale_identification_and_negotiation)\n * page.\n * \n * @param
options An object for setting up a display name.\n * \n * [MDN](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/DisplayNames/DisplayNames).\n * \n * \n
new (locales: LocalesArgument, options: DisplayNamesOptions): DisplayNames;\n * \n * /**\n *
Returns an array containing those of the provided locales that are supported in display names
without having to fall back to the runtime's default locale.\n * \n * @param locales A string with
a BCP 47 language tag, or an array of such strings.\n * For the general form and interpretation
of the `locales` argument, see the [Intl](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl#locale_identification_and_negotiation)\n * page.\n
*\n * @param options An object with a locale matcher.\n * \n * @returns An array of strings
representing a subset of the given locale tags that are supported in display names 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/
DisplayNames/supportedLocalesOf).\n * \n * supportedLocalesOf(locales?: LocalesArgument,
options?: { localeMatcher?: RelativeTimeFormatLocaleMatcher; }):
UnicodeBCP47LocaleIdentifier[];\n * \n * \n * interface CollatorConstructor {\n new (locales?:
LocalesArgument, options?: CollatorOptions): Collator;\n (locales?: LocalesArgument,
options?: CollatorOptions): Collator;\n supportedLocalesOf(locales: LocalesArgument,
options?: CollatorOptions): string[];\n * \n * \n * interface DateTimeFormatConstructor {\n new
(locales?: LocalesArgument, options?: DateTimeFormatOptions): DateTimeFormat;\n

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(locales?: LocalesArgument, options?: DateTimeFormatOptions): DateTimeFormat;\n
supportedLocalesOf(locales: LocalesArgument, options?: DateTimeFormatOptions):
string[];\n }\n\n interface NumberFormatConstructor {\n new (locales?: LocalesArgument,
options?: NumberFormatOptions): NumberFormat;\n (locales?: LocalesArgument, options?:
NumberFormatOptions): NumberFormat;\n supportedLocalesOf(locales: LocalesArgument,
options?: NumberFormatOptions): string[];\n }\n\n interface PluralRulesConstructor {\n new
(locales?: LocalesArgument, options?: PluralRulesOptions): PluralRules;\n (locales?:
LocalesArgument, options?: PluralRulesOptions): PluralRules;\n\n
supportedLocalesOf(locales: LocalesArgument, options?: { localeMatcher?: "lookup" | "best
fit"; }): string[];\n }\n\n};
```

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***** */
<reference no-default-lib="true"/>
<reference lib="es2020" />
<reference lib="es2021.promise" />
<reference lib="es2021.string" />
<reference lib="es2021.weakref" />
<reference lib="es2021.intl" />

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```
***** */  
<reference no-default-lib="true"/>  
<reference lib="es2020.intl" />  
interface  
BigIntToLocaleStringOptions {  
  /**  
   * 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 page.  
   */  
  localeMatcher?: string;  
  /**  
   * The formatting style to use, the default is "decimal".  
   */  
  style?: string;  
  /**  
   * 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.  
   */  
  unit?: string;  
  /**  
   * The unit formatting style to use in unit formatting, the defaults is "short".  
   */  
  unitDisplay?: string;  
  /**  
   * 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".  
   */  
  currency?: string;  
  /**  
   * How to display the currency in currency formatting. It is only  
   * used when [[Style]] has the value "currency". The default is "symbol".  
   */  
  /**  
   * "symbol" to use a  
   * localized currency symbol such as \u20AC,  
   */  
  /**  
   * "code" to use the ISO currency code,  
   */  
  /**  
   * "name" to use a localized currency name such as "dollar"  
   */  
  currencyDisplay?: string;  
  /**  
   * Whether to use grouping separators, such as thousands separators or thousand/lakh/  
   * crore separators. The default is true.  
   */  
  useGrouping?: boolean;  
  /**  
   * The minimum  
   * number of integer digits to use. Possible values are from 1 to 21; the default is 1.  
   */  
  minimumIntegerDigits?: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21;  
  /**  
   * 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).  
   */  
  minimumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;  
  /**  
   * 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).  
   */  
  maximumFractionDigits?: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20;
```

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 * "standard" plain number formatting\n *\n * "scientific" return the order-of-magnitude for formatted number.\n *\n * "engineering" return the exponent of ten when divisible by three\n *\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?: Intl.LocalesArgument, 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\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 * 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 interface 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?: 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 * 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 * 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 * 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 * 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 * 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 * /\n * keys(): IterableIterator<number>;\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 * /\n * readonly length: number;\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 * 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 * 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 * Calls the specified callback

function for all the elements in an array, in descending order.

- * The return value of the callback function is the accumulated result, and is provided as an argument in the next call to the callback function.
- * @param callbackfn A function that accepts up to four arguments. The `reduceRight` method calls the callbackfn function one time for each element in the array.
- * @param initialValue If initialValue is specified, it is used as the initial value to start the accumulation. The first call to the callbackfn function provides this value as an argument instead of an array value.

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/*
 * reduceRight(callbackfn: (previousValue: bigint,
 * currentValue: bigint, currentIndex: number, array: BigInt64Array) => bigint): bigint;
 */
Calls the specified callback function for all the elements in an array, in descending order.
The return value of the callback function is the accumulated result, and is provided as an
argument in the next call to the callback function.
@param callbackfn A function that
accepts up to four arguments. The reduceRight method calls
the callbackfn function one
time for each element in the array.
@param initialValue If initialValue is specified, it is used
as the initial value to start
the accumulation. The first call to the callbackfn function provides
this value as an argument
instead of an array value.
*/
reduceRight<U>(callbackfn:
(previousValue: U, currentValue: bigint, currentIndex: number, array: BigInt64Array) => U,
initialValue: U): U;
/**
 * Reverses the elements in the array.
 */
reverse(): this;
/**
 * Sets a value or an array of values.
 * @param array A typed or untyped array of values to
set.
 * @param offset The index in the current array at which the values are to be written.
*/
set(array: ArrayLike<bigint>, offset?: number): void;
/**
 * Returns a section of an
array.
 * @param start The beginning of the specified portion of the array.
 * @param end The end of the specified portion of the array.
*/
slice(start?: number, end?: number):
BigInt64Array;
/**
 * Determines whether the specified callback function returns true for
any element of an array.
 * @param predicate A function that accepts up to three arguments.
The some method calls the
predicate function for each element in the array until the
predicate returns true, or until
the end of the array.
 * @param thisArg An object to which
the this keyword can refer in the predicate function.
 * If thisArg is omitted, undefined is used
as the this value.
*/
some(predicate: (value: bigint, index: number, array: BigInt64Array) =>
boolean, thisArg?: any): boolean;
/**
 * Sorts the array.
 * @param compareFn The
function used to determine the order of the elements. If omitted, the elements are sorted in
ascending order.
*/
sort(compareFn?: (a: bigint, b: bigint) => number | bigint): this;
/**
 * Gets a new BigInt64Array view of the ArrayBuffer store for this array, referencing the
elements
 * at begin, inclusive, up to end, exclusive.
 * @param begin The index of the
beginning of the array.
 * @param end The index of the end of the array.
*/
subarray(begin?: number, end?: number): BigInt64Array;
/**
 * Converts the array to a string
by using the current locale.
 */
toLocaleString(): string;
/**
 * Returns a string representation
of the array.
 */
toString(): string;
/**
 * Returns the primitive value of the specified object.
 */
valueOf(): BigInt64Array;
/**
 * Yields each value in the array.
 */
values():
IterableIterator<bigint>;
[Symbol.iterator](): IterableIterator<bigint>;
readonly
[Symbol.toStringTag]: "BigInt64Array";
[index: number]: bigint;
}
interface
BigInt64ArrayConstructor {
  readonly prototype: BigInt64Array;
  new (length?: number):
  BigInt64Array;
  new (array: Iterable<bigint>): BigInt64Array;
  new (buffer: ArrayBufferLike,
  byteOffset?: number, length?: number): BigInt64Array;
  /**
   * The size in bytes of each
element in the array.
 */
  readonly BYTES_PER_ELEMENT: number;
  /**
   * Returns a new
array from a set of elements.
 * @param items A set of elements to include in the new array
object.
 */
  of(...items: bigint[]): BigInt64Array;
  /**
   * Creates an array from an array-like
or iterable object.
 * @param arrayLike An array-like or iterable object to convert to an array.
 * @param mapfn A mapping function to call on every element of the array.
 * @param thisArg Value of 'this' used to invoke the mapfn.
 */
  from(arrayLike: ArrayLike<bigint>):
  BigInt64Array;
  from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint,
  thisArg?: any): BigInt64Array;
}
declare var BigInt64Array: BigInt64ArrayConstructor;
/**
 * A typed array of 64-bit unsigned integer values. The contents are initialized to 0. If the
requested number of bytes could not be allocated, an exception is raised.
 */
interface
BigUint64Array {
  /**
   * The size in bytes of each element in the array.
 */
  readonly BYTES_PER_ELEMENT: number;
  /**
   * The ArrayBuffer instance referenced by the array.
 */
  readonly buffer: ArrayBufferLike;
  /**
   * The length in bytes of the array.
 */
  readonly

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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 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\n * argument 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 */\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

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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\n elements\n * at begin, inclusive, up to end, exclusive.\n * @param begin The index of the\n 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\n by using the current locale.\n */\n toLocaleString(): string;\n\n /** Returns a string representation\n of the array.\n */\n toString(): string;\n\n /** Returns the primitive value of the specified object.\n */\n valueOf(): BigUint64Array;\n\n /** Yields each value in the array.\n */\n values():\n IterableIterator<bigint>;\n\n [Symbol.iterator](): IterableIterator<bigint>;\n\n readonly\n [Symbol.toStringTag]: "BigUint64Array";\n\n [index: number]: bigint;\n }\n\n interface\n BigUint64ArrayConstructor {\n\n   readonly prototype: BigUint64Array;\n\n   new (length?: number):\n   BigUint64Array;\n\n   new (array: Iterable<bigint>): BigUint64Array;\n\n   new (buffer: ArrayBufferLike,\n   byteOffset?: number, length?: number): BigUint64Array;\n\n   /** The size in bytes of each\n   element in the array.\n\n   */\n   readonly BYTES_PER_ELEMENT: number;\n\n   /**\n * Returns a new\n array from a set of elements.\n * @param items A set of elements to include in the new array\n object.\n */\n   of(...items: bigint[]): BigUint64Array;\n\n   /**\n * Creates an array from an array-like\n or iterable object.\n * @param arrayLike An array-like or iterable object to convert to an array.\n */\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>):\n   BigUint64Array;\n\n   from<U>(arrayLike: ArrayLike<U>, mapfn: (v: U, k: number) => bigint,\n   thisArg?: any): BigUint64Array;\n }\n\n declare var BigUint64Array:\n BigUint64ArrayConstructor;\n\n interface DataView {\n\n   /**\n * Gets the BigInt64 value at the\n specified byte offset from the start of the view. There is\n * no alignment constraint; multi-byte\n values may be fetched from any offset.\n * @param byteOffset The place in the buffer at which\n the value should be retrieved.\n * @param littleEndian If false or undefined, a big-endian value\n should be read.\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\n 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 * @param littleEndian If false or undefined, a big-endian value should be read.\n */\n   getBigUint64(byteOffset: number,\n   littleEndian?: boolean): bigint;\n\n   /**\n * Stores a BigInt64 value at the specified byte offset\n from the start of the view.\n * @param byteOffset The place in the buffer at which the value\n should be set.\n * @param value The value to set.\n * @param littleEndian If false or\n undefined, a big-endian value should be written.\n */\n   setBigInt64(byteOffset: number, value:\n   bigint, littleEndian?: boolean): void;\n\n   /**\n * Stores a BigUint64 value at the specified byte\n offset from the start of the view.\n * @param byteOffset The place in the buffer at which the\n value should be set.\n * @param value The value to set.\n * @param littleEndian If false or\n undefined, a big-endian value should be written.\n */\n   setBigUint64(byteOffset: number, value:\n   bigint, littleEndian?: boolean): void;\n }\n\n declare namespace Intl {\n\n   interface NumberFormat\n   {\n\n     format(value: number | bigint): string;\n\n     resolvedOptions():\n     ResolvedNumberFormatOptions;\n\n   }\n\n }\n

```

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***** */

<reference no-default-lib="true"/>

<reference lib="es2020.intl" />

interface Date {

* Converts a date and time to a string by using the current or specified locale.

* @param locales A locale string, array of locale strings, Intl.Locale object, or array of Intl.Locale objects that contain one or more language or locale tags. If you include more than one locale string, list

them in descending order of priority so that the first entry is the preferred locale. If you omit this parameter, the default locale of the JavaScript runtime is used.

`* @param options` An object that contains one or more properties that specify comparison options.

`toLocaleString(locales?: Intl.LocalesArgument, options?: Intl.DateTimeFormatOptions): string;`

`**` Converts a date to a string by using the current or specified locale.

`@param locales` A locale string, array of locale strings, Intl.Locale object, or array of Intl.Locale objects that contain one or more language or locale tags. If you include more than one locale string, list them in descending order of priority so that the first entry is the preferred locale. If you omit this parameter, the default locale of the JavaScript runtime is used.

`* @param options` An object that contains one or more properties that specify comparison options.

`toLocaleDateString(locales?: Intl.LocalesArgument, options?: Intl.DateTimeFormatOptions): string;`

`**` Converts a time to a string by using the current or specified locale.

`@param locales` A locale string, array of locale strings, Intl.Locale object, or array of Intl.Locale objects that contain one or more language or locale tags. If you include more than one locale string, list them in descending order of priority so that the first entry is the preferred locale. If you omit this parameter, the default locale of the JavaScript runtime is used.

`* @param options` An object that contains one or more properties that specify comparison options.

`toLocaleTimeString(locales?: Intl.LocalesArgument, options?: Intl.DateTimeFormatOptions): string;`

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```

***** */
<reference no-default-lib="true"/>
<reference lib="es2020.intl" />
interface Number
{
  /**
   * Converts a number to a string by using the current or specified locale.
   * @param
   * locales A locale string, array of locale strings, Intl.Locale object, or array of Intl.Locale objects
   * that contain one or more language or locale tags. If you include more than one locale string, list
   * them in descending order of priority so that the first entry is the preferred locale. If you omit this
   * parameter, the default locale of the JavaScript runtime is used.
   * @param options An object
   * that contains one or more properties that specify comparison options.
   */
  toLocaleString(locales?: Intl.LocalesArgument, options?: Intl.NumberFormatOptions): string;
}

```

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```

***** */
<reference no-default-lib="true"/>
<reference lib="es2021" />
<reference lib="dom" />
<reference lib="webworker.importscripts" />
<reference lib="scripthost" />
<reference lib="dom.iterable" />
<reference lib="dom.asynciterable" />

```

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```
***** */
<reference no-default-lib="true"/>
<reference lib="es2021"/>
<reference lib="es2022.array"/>
<reference lib="es2022.error"/>
<reference lib="es2022.intl"/>
<reference lib="es2022.object"/>
<reference lib="es2022.sharedmemory"/>
<reference lib="es2022.string"/>
<reference lib="es2022.regex"/>
```

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```
***** */
<reference no-default-lib="true"/>
<reference lib="es2022"/>
<reference lib="dom"/>
<reference lib="webworker.importscripts"/>
<reference lib="scripthost"/>
<reference lib="dom.iterable"/>
<reference lib="dom.asynciterable"/>
```

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```
***** */
<reference no-default-lib="true"/>
<reference lib="es2022"/>
<reference lib="es2023.array"/>
<reference lib="es2023.collection"/>
```

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```
***** */
<reference no-default-lib="true"/>
<reference lib="es2023"/>
<reference lib="dom"/>
<reference lib="webworker.importscripts"/>
<reference lib="scripthost"/>
<reference lib="dom.iterable"/>
<reference lib="dom.asynciterable"/>
```

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```
***** */
<reference no-default-lib="true"/>
<reference lib="es5" />
<reference lib="dom" />
<reference lib="webworker.importscripts" />
<reference lib="scripthost" />
```

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```
***** */
<reference no-default-lib="true"/>
<reference lib="es5" />
<reference lib="es2015.core" />
<reference lib="es2015.collection" />
<reference lib="es2015.iterable" />
<reference lib="es2015.generator" />
<reference lib="es2015.promise" />
<reference lib="es2015.proxy" />
<reference lib="es2015.reflect" />
<reference lib="es2015.symbol" />
<reference lib="es2015.symbol.wellknown" />
```

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```
***** */
<reference no-default-lib="true"/>
Window Async Iterable
APIs
interface FileSystemDirectoryHandle {
  [Symbol.asyncIterator](): AsyncIterableIterator<string, FileSystemHandle>;
  entries(): AsyncIterableIterator<string, FileSystemHandle>;
  keys(): AsyncIterableIterator<string>;
  values(): AsyncIterableIterator<FileSystemHandle>;
}
```

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```
***** */
<reference no-default-lib="true"/>
Window Iterable
```

```

APIs\n////////////////////////////////\n\ninterface AudioParam {\n /** [MDN Reference](https://
developer.mozilla.org/docs/Web/API/AudioParam/setValueCurveAtTime) *\n
setValueCurveAtTime(values: Iterable<number>, startTime: number, duration: number):
AudioParam;\n}\n\ninterface AudioParamMap extends ReadonlyMap<string, AudioParam> {\n
\n\ninterface BaseAudioContext {\n /** [MDN Reference](https://developer.mozilla.org/
docs/Web/API/BaseAudioContext/createIIRFilter) *\n createIIRFilter(feedforward:
Iterable<number>, feedback: Iterable<number>): IIRFilterNode;\n /** [MDN Reference](https://
developer.mozilla.org/docs/Web/API/BaseAudioContext/createPeriodicWave) *\n
createPeriodicWave(real: Iterable<number>, imag: Iterable<number>, constraints?:
PeriodicWaveConstraints): PeriodicWave;\n}\n\ninterface CSSKeyframesRule {\n
[Symbol.iterator](): IterableIterator<CSSKeyframeRule>;\n}\n\ninterface CSSNumericArray {\n
[Symbol.iterator](): IterableIterator<CSSNumericValue>;\n entries(): IterableIterator<[number,
CSSNumericValue]>;\n keys(): IterableIterator<number>;\n values():
IterableIterator<CSSNumericValue>;\n}\n\ninterface CSSRuleList {\n [Symbol.iterator]():
IterableIterator<CSSRule>;\n}\n\ninterface CSSStyleDeclaration {\n [Symbol.iterator]():
IterableIterator<string>;\n}\n\ninterface CSSTransformValue {\n [Symbol.iterator]():
IterableIterator<CSSTransformComponent>;\n entries(): IterableIterator<[number,
CSSTransformComponent]>;\n keys(): IterableIterator<number>;\n values():
IterableIterator<CSSTransformComponent>;\n}\n\ninterface CSSUnparsedValue {\n
[Symbol.iterator](): IterableIterator<CSSUnparsedSegment>;\n entries():
IterableIterator<[number, CSSUnparsedSegment]>;\n keys(): IterableIterator<number>;\n
values(): IterableIterator<CSSUnparsedSegment>;\n}\n\ninterface Cache {\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/Cache/addAll) *\n addAll(requests:
Iterable<RequestInfo>): Promise<void>;\n}\n\ninterface CanvasPath {\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/CanvasRenderingContext2D/roundRect) *\n
roundRect(x: number, y: number, w: number, h: number, radii?: number | DOMPointInit |
Iterable<number | DOMPointInit>): void;\n}\n\ninterface CanvasPathDrawingStyles {\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/CanvasRenderingContext2D/
setLineDash) *\n setLineDash(segments: Iterable<number>): void;\n}\n\ninterface
DOMRectList {\n [Symbol.iterator](): IterableIterator<DOMRect>;\n}\n\ninterface DOMStringList
{\n [Symbol.iterator](): IterableIterator<string>;\n}\n\ninterface DOMTokenList {\n
[Symbol.iterator](): IterableIterator<string>;\n entries(): IterableIterator<[number, string]>;\n
keys(): IterableIterator<number>;\n values(): IterableIterator<string>;\n}\n\ninterface
DataTransferItemList {\n [Symbol.iterator](): IterableIterator<DataTransferItem>;\n}\n\ninterface
EventCounts extends ReadonlyMap<string, number> {\n}\n\ninterface FileList {\n
[Symbol.iterator](): IterableIterator<File>;\n}\n\ninterface FontFaceSet extends Set<FontFace>
{\n}\n\ninterface FormData {\n [Symbol.iterator](): IterableIterator<[string,
FormDataEntryValue]>;\n /** Returns an array of key, value pairs for every entry in the list. *\n
entries(): IterableIterator<[string, FormDataEntryValue]>;\n /** Returns a list of keys in the list.
*\n keys(): IterableIterator<string>;\n /** Returns a list of values in the list. *\n values():
IterableIterator<FormDataEntryValue>;\n}\n\ninterface HTMLAllCollection {\n [Symbol.iterator]
(): IterableIterator<Element>;\n}\n\ninterface HTMLCollectionBase {\n [Symbol.iterator]():
IterableIterator<Element>;\n}\n\ninterface HTMLCollectionOf<T extends Element> {\n
[Symbol.iterator](): IterableIterator<T>;\n}\n\ninterface HTMLFormElement {\n [Symbol.iterator]
(): IterableIterator<Element>;\n}\n\ninterface HTMLSelectElement {\n [Symbol.iterator]():
IterableIterator<HTMLOptionElement>;\n}\n\ninterface Headers {\n [Symbol.iterator]():
IterableIterator<[string, string]>;\n /** Returns an iterator allowing to go through all key/value
pairs contained in this object. *\n entries(): IterableIterator<[string, string]>;\n /** Returns an
iterator allowing to go through all keys of the key/value pairs contained in this object. *\n
keys(): IterableIterator<string>;\n /** Returns an iterator allowing to go through all values of the
key/value pairs contained in this object. *\n values(): IterableIterator<string>;\n}\n\ninterface
Highlight extends Set<AbstractRange> {\n}\n\ninterface HighlightRegistry extends Map<string,
Highlight> {\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 * [MDN Reference](https://developer.mozilla.org/docs/Web/API/
IDBDatabase/transaction)\n *\n transaction(storeNames: string | Iterable<string>, mode?:

```

```

IDBTransactionMode, options?: IDBTransactionOptions): IDBTransaction;\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 * [MDN Reference](https://developer.mozilla.org/
docs/Web/API/IDBObjectStore/createIndex)\n */\n createIndex(name: string, keyPath: string |
Iterable<string>, options?: IDBIndexParameters): IDBIndex;\n\ninterface MIDIInputMap
extends ReadonlyMap<string, MIDIInput> {\n\ninterface MIDIOutput {\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/MIDIOutput/send) */\n send(data:
Iterable<number>, timestamp?: DOMHighResTimeStamp): void;\n\ninterface
MIDIOutputMap extends ReadonlyMap<string, MIDIOutput> {\n\ninterface
MediaKeyStatusMap {\n [Symbol.iterator](): IterableIterator<[BufferSource,
MediaKeyStatus]>;\n entries(): IterableIterator<[BufferSource, MediaKeyStatus]>;\n keys():
IterableIterator<BufferSource>;\n values(): IterableIterator<MediaKeyStatus>;\n\ninterface
MediaList {\n [Symbol.iterator](): IterableIterator<string>;\n\ninterface MessageEvent<T =
any> {\n /**\n * @deprecated\n *\n * [MDN Reference](https://developer.mozilla.org/
docs/Web/API/MessageEvent/initMessageEvent)\n */\n initMessageEvent(type: string,
bubbles?: boolean, cancelable?: boolean, data?: any, origin?: string, lastEventId?: string,
source?: MessageEventSource | null, ports?: Iterable<MessagePort>): void;\n\ninterface
MimeTypeArray {\n [Symbol.iterator](): IterableIterator<MimeType>;\n\ninterface
NamedNodeMap {\n [Symbol.iterator](): IterableIterator<Attr>;\n\ninterface Navigator {\n /
**\n * Available only in secure contexts.\n *\n * [MDN Reference](https://developer.mozilla.org/
docs/Web/API/Navigator/requestMediaKeySystemAccess)\n */\n
requestMediaKeySystemAccess(keySystem: string, supportedConfigurations:
Iterable<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/Navigator/vibrate) */\n vibrate(pattern:
Iterable<number>): boolean;\n\ninterface NodeList {\n [Symbol.iterator]():
IterableIterator<Node>;\n /** Returns an array of key, value pairs for every entry in the list. */\n
entries(): IterableIterator<[number, Node]>;\n /** Returns a list of keys in the list. */\n keys():
IterableIterator<number>;\n /** Returns a list of values in the list. */\n values():
IterableIterator<Node>;\n\ninterface NodeListOf<TNode extends Node> {\n [Symbol.iterator]
(): IterableIterator<TNode>;\n /** Returns an array of key, value pairs for every entry in the list.
*/\n entries(): IterableIterator<[number, TNode]>;\n /** Returns a list of keys in the list. */\n
keys(): IterableIterator<number>;\n /** Returns a list of values in the list. */\n values():
IterableIterator<TNode>;\n\ninterface Plugin {\n [Symbol.iterator]():
IterableIterator<MimeType>;\n\ninterface PluginArray {\n [Symbol.iterator]():
IterableIterator<Plugin>;\n\ninterface RTCRtpTransceiver {\n /** [MDN Reference](https://
developer.mozilla.org/docs/Web/API/RTCRtpTransceiver/setCodecPreferences) */\n
setCodecPreferences(codecs: Iterable<RTCRtpCodecCapability>): void;\n\ninterface
RTCStatsReport extends ReadonlyMap<string, any> {\n\ninterface SVGLengthList {\n
[Symbol.iterator](): IterableIterator<SVGLength>;\n\ninterface SVGNumberList {\n
[Symbol.iterator](): IterableIterator<SVGNumber>;\n\ninterface SVGPointList {\n
[Symbol.iterator](): IterableIterator<DOMPoint>;\n\ninterface SVGStringList {\n
[Symbol.iterator](): IterableIterator<string>;\n\ninterface SVGTransformList {\n
[Symbol.iterator](): IterableIterator<SVGTransform>;\n\ninterface SourceBufferList {\n
[Symbol.iterator](): IterableIterator<SourceBuffer>;\n\ninterface SpeechRecognitionResult
{\n [Symbol.iterator](): IterableIterator<SpeechRecognitionAlternative>;\n\ninterface
SpeechRecognitionResultList {\n [Symbol.iterator]():
IterableIterator<SpeechRecognitionResult>;\n\ninterface StylePropertyMapReadOnly {\n
[Symbol.iterator](): IterableIterator<[string, Iterable<CSSStyleValue>]>;\n entries():
IterableIterator<[string, Iterable<CSSStyleValue>]>;\n keys(): IterableIterator<string>;\n
values(): IterableIterator<Iterable<CSSStyleValue>>;\n\ninterface StyleSheetList {\n
[Symbol.iterator](): IterableIterator<CSSStyleSheet>;\n\ninterface SubtleCrypto {\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/SubtleCrypto/deriveKey) */\n
deriveKey(algorithm: AlgorithmIdentifier | EcdhKeyDeriveParams | HkdfParams |

```



```

Pbkdf2Params, baseKey: CryptoKey, derivedKeyType: AlgorithmIdentifier |
AesDerivedKeyParams | HmacImportParams | HkdfParams | Pbkdf2Params, extractable:
boolean, keyUsages: Iterable<KeyUsage>: Promise<CryptoKey>;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/SubtleCrypto/generateKey) *\n
generateKey(algorithm: "Ed25519", extractable: boolean, keyUsages: ReadonlyArray<"sign" |
"verify">): Promise<CryptoKeyPair>;\n generateKey(algorithm: RsaHashedKeyGenParams |
EcKeyGenParams, extractable: boolean, keyUsages: ReadonlyArray<KeyUsage>):
Promise<CryptoKeyPair>;\n generateKey(algorithm: AesKeyGenParams |
HmacKeyGenParams | Pbkdf2Params, extractable: boolean, keyUsages:
ReadonlyArray<KeyUsage>): Promise<CryptoKey>;\n generateKey(algorithm:
AlgorithmIdentifier, extractable: boolean, keyUsages: Iterable<KeyUsage>):
Promise<CryptoKeyPair | CryptoKey>;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/SubtleCrypto/importKey) *\n
importKey(format: "jwk", keyData: JsonWebKey, algorithm: AlgorithmIdentifier | RsaHashedImportParams | EcKeyImportParams |
HmacImportParams | AesKeyAlgorithm, extractable: boolean, keyUsages:
ReadonlyArray<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 /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/SubtleCrypto/unwrapKey) *\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 /** Returns an array of key, value pairs for every entry in the
search params. *\n entries(): IterableIterator<[string, string]>;\n /** Returns a list of keys in the
search params. *\n keys(): IterableIterator<string>;\n /** Returns a list of values in the search
params. *\n values(): IterableIterator<string>;\n\n\ninterface WEBGL_draw_buffers {\n /**
[MDN Reference](https://developer.mozilla.org/docs/Web/API/WEBGL\_draw\_buffers/drawBuffersWEBGL) *\n
drawBuffersWEBGL(buffers: Iterable<GLenum>): void;\n}\n\n\ninterface WEBGL_multi_draw {\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WEBGL\_multi\_draw/multiDrawArraysInstancedWEBGL) *\n
multiDrawArraysInstancedWEBGL(mode: GLenum, firstsList: Int32Array | Iterable<GLint>,
firstsOffset: number, countsList: Int32Array | Iterable<GLsizei>, countsOffset: number,
instanceCountsList: Int32Array | Iterable<GLsizei>, instanceCountsOffset: number, drawcount:
GLsizei): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WEBGL\_multi\_draw/multiDrawArraysWEBGL) *\n
multiDrawArraysWEBGL(mode: GLenum, firstsList: Int32Array | Iterable<GLint>, firstsOffset: number, countsList: Int32Array |
Iterable<GLsizei>, countsOffset: number, drawcount: GLsizei): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WEBGL\_multi\_draw/multiDrawElementsInstancedWEBGL) *\n
multiDrawElementsInstancedWEBGL(mode:
GLenum, countsList: Int32Array | Iterable<GLsizei>, countsOffset: number, type: GLenum,
offsetsList: Int32Array | Iterable<GLsizei>, offsetsOffset: number, instanceCountsList:
Int32Array | Iterable<GLsizei>, instanceCountsOffset: number, drawcount: GLsizei): void;\n /**
[MDN Reference](https://developer.mozilla.org/docs/Web/API/WEBGL\_multi\_draw/multiDrawElementsWEBGL) *\n
multiDrawElementsWEBGL(mode: GLenum, countsList:
Int32Array | Iterable<GLsizei>, countsOffset: number, type: GLenum, offsetsList: Int32Array |
Iterable<GLsizei>, offsetsOffset: number, drawcount: GLsizei): void;\n\n\ninterface
WebGL2RenderingContextBase {\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/clearBuffer) *\n
clearBufferfv(buffer: GLenum, drawbuffer: GLint, values: Iterable<GLfloat>, srcOffset?: number): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/clearBuffer) *\n

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clearBufferiv(buffer: GLenum, drawbuffer: GLint, values: Iterable<GLint>, srcOffset?: number):
void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGL2RenderingContext/clearBuffer) */\n clearBufferuiv(buffer: GLenum, drawbuffer: GLint,
values: Iterable<GLuint>, srcOffset?: number): void;\n /** [MDN Reference](https://
developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/drawBuffers) */\n
drawBuffers(buffers: Iterable<GLenum>): void;\n /** [MDN Reference](https://
developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/getActiveUniforms) */\n
getActiveUniforms(program: WebGLProgram, uniformIndices: Iterable<GLuint>, pname:
GLenum): any;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGL2RenderingContext/getUniformIndices) */\n getUniformIndices(program:
WebGLProgram, uniformNames: Iterable<string>): Iterable<GLuint> | null;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/
invalidateFramebuffer) */\n invalidateFramebuffer(target: GLenum, attachments:
Iterable<GLenum>): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGL2RenderingContext/invalidateSubFramebuffer) */\n invalidateSubFramebuffer(target:
GLenum, attachments: Iterable<GLenum>, x: GLint, y: GLint, width: GLsizei, height: GLsizei):
void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGL2RenderingContext/transformFeedbackVaryings) */\n
transformFeedbackVaryings(program: WebGLProgram, varyings: Iterable<string>, bufferMode:
GLenum): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGL2RenderingContext/uniform) */\n uniform1uiv(location: WebGLUniformLocation | null,
data: Iterable<GLuint>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniform) */\n
uniform2uiv(location: WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?:
number, srcLength?: GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/
docs/Web/API/WebGL2RenderingContext/uniform) */\n uniform3uiv(location:
WebGLUniformLocation | null, data: Iterable<GLuint>, srcOffset?: number, srcLength?:
GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGL2RenderingContext/uniform) */\n uniform4uiv(location: WebGLUniformLocation | null,
data: Iterable<GLuint>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniformMatrix) */\n
uniformMatrix2x3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniformMatrix) */\n
uniformMatrix2x4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniformMatrix) */\n
uniformMatrix3x2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniformMatrix) */\n
uniformMatrix3x4fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniformMatrix) */\n
uniformMatrix4x2fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/uniformMatrix) */\n
uniformMatrix4x3fv(location: WebGLUniformLocation | null, transpose: GLboolean, data:
Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/vertexAttrib1) */\n
vertexAttrib1iv(index: GLuint, values: Iterable<GLint>): void;\n /** [MDN Reference](https://
developer.mozilla.org/docs/Web/API/WebGL2RenderingContext/vertexAttrib1) */\n
vertexAttrib1uiv(index: GLuint, values: Iterable<GLuint>): void;\n\n\ninterface
WebGL2RenderingContextOverloads {\n /** [MDN Reference](https://developer.mozilla.org/
docs/Web/API/WebGLRenderingContext/uniform) */\n uniform1fv(location:
WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?: number, srcLength?:
GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/

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WebGLRenderingContext/uniform) */\n uniform1iv(location: WebGLUniformLocation | null,
data: Iterable<GLint>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform2fv(location: WebGLUniformLocation | null, data: Iterable<GLfloat>, srcOffset?:
number, srcLength?: GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform2iv(location:
WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: number, srcLength?: GLuint):
void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform3fv(location: WebGLUniformLocation | null,
data: Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform3iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: number,
srcLength?: GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform4fv(location: WebGLUniformLocation | null,
data: Iterable<GLfloat>, srcOffset?: number, srcLength?: GLuint): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform4iv(location: WebGLUniformLocation | null, data: Iterable<GLint>, srcOffset?: number,
srcLength?: GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniformMatrix2fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
number, srcLength?: GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniformMatrix) */\n
uniformMatrix3fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
number, srcLength?: GLuint): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniformMatrix) */\n
uniformMatrix4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, data: Iterable<GLfloat>, srcOffset?:
number, srcLength?: GLuint): void;\n\n\ninterface WebGLRenderingContextBase {\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/vertexAttrib)
*/\n vertexAttrib1fv(index: GLuint, values: Iterable<GLfloat>): void;\n /** [MDN Reference]
(https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/vertexAttrib) */\n
vertexAttrib2fv(index: GLuint, values: Iterable<GLfloat>): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/vertexAttrib) */\n
vertexAttrib3fv(index: GLuint, values: Iterable<GLfloat>): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/vertexAttrib) */\n
vertexAttrib4fv(index: GLuint, values: Iterable<GLfloat>): void;\n\n\ninterface
WebGLRenderingContextOverloads {\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform1fv(location:
WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform1iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform2fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform2iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform3fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform3iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform4fv(location: WebGLUniformLocation | null, v: Iterable<GLfloat>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniform4iv(location: WebGLUniformLocation | null, v: Iterable<GLint>): void;\n /** [MDN
Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniform) */\n
uniformMatrix2fv(location: WebGLUniformLocation | null, transpose:
GLboolean, value: Iterable<GLfloat>): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/WebGLRenderingContext/uniformMatrix) */\n

```

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uniformMatrix3fv(location: WebGLUniformLocation | null, transpose: GLboolean, value:
Iterable<GLfloat>): void;\n /** [MDN Reference](https://developer.mozilla.org/docs/Web/API/
WebGLRenderingContext/uniformMatrix) */\n uniformMatrix4fv(location:
WebGLUniformLocation | null, transpose: GLboolean, value: Iterable<GLfloat>): void;\n}\n';
```

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License.\n*****\n\n//\n<reference no-default-lib="true"/>\n\ndeclare namespace Intl {\n /**\n * An object with some or all properties of the `Intl.Segmenter` constructor `options` parameter.\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Segmenter/Segmenter#parameters)\n */\n interface SegmenterOptions {\n /** The locale matching algorithm to use. For information about this option, see [Intl page](https://developer.mozilla.org/docs/Web/JavaScript/Reference/Global_Objects/Intl#Locale_negotiation). */\n localeMatcher?: "best fit" | "lookup" | undefined;\n /** The type of input to be split */\n granularity?: "grapheme" | "word" | "sentence" | undefined;\n }\n\n interface Segmenter {\n /**\n * Returns `Segments` object containing the segments of the input string, using the segmenter's locale and granularity.\n */\n * @param input - The text to be segmented as a `string`.\n * @returns A new iterable Segments object containing the segments of the input string, using the segmenter's locale and granularity.\n */\n segment(input: string): Segments;\n\n resolvedOptions(): ResolvedSegmenterOptions;\n }\n\n interface ResolvedSegmenterOptions {\n locale: string;\n granularity: "grapheme" | "word" | "sentence";\n }\n\n interface Segments {\n /**\n * Returns an object describing the segment in the original string that includes the code unit at a specified index.\n */\n * @param codeUnitIndex - A number specifying the index of the code unit in the original input string. If the value is omitted, it defaults to `0`.\n */\n containing(codeUnitIndex?: number): SegmentData;\n\n /**\n * Returns an iterator to iterate over the segments.\n */\n [Symbol.iterator](): IterableIterator<SegmentData>;\n }\n\n interface SegmentData {\n /**\n * A string containing the segment extracted from the original input string.\n */\n segment: string;\n /**\n * The code unit index in the original input string at which the segment begins.\n */\n index: number;\n /**\n * The complete input string that was segmented.\n */\n input: string;\n /**\n * A boolean value only if granularity is "word"; otherwise, undefined.\n */\n if granularity is "word", then isWordLike is true when the segment is word-like (i.e., consists of letters/numbers/ideographs/etc.); otherwise, false.\n */\n isWordLike?: boolean;\n }\n\n const Segmenter: {\n prototype: Segmenter;\n }\n\n /**\n * Creates a new `Intl.Segmenter` object.\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, 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/Segmenter/Segmenter#parameters)\n * with some or all options of `SegmenterOptions`.\n */\n * @returns [Intl.Segmenter](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Segments) object.\n */\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Segmenter).\n */\n new (locales?: LocalesArgument, options?: SegmenterOptions): Segmenter;\n\n /**\n * Returns an array containing those of the provided locales that are supported 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, see the [Intl page](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
```



```
Intl#Locale_identification_and_negotiation).\n * @param options An [object](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Segmenter/
supportedLocalesOf#parameters).\n * with some or all possible options.\n * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/Segmenter/
supportedLocalesOf)\n */\n supportedLocalesOf(locales: LocaleArgument, options?:
Pick<SegmenterOptions, "localeMatcher">): UnicodeBCP47LocaleIdentifier[];\n };\n\n /**\n *
Returns a sorted array of the supported collation, calendar, currency, numbering system,
timezones, and units by the implementation.\n * [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/supportedValuesOf)\n */\n * @param key A
string indicating the category of values to return.\n * @returns A sorted array of the supported
values.\n */\n function supportedValuesOf(key: "calendar" | "collation" | "currency" |
"numberingSystem" | "timeZone" | "unit"): string[];\n };\n';
```

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

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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\ndeclare namespace Intl {\n interface
DateTimeFormatPartTypesRegistry {\n fractionalSecond: any;\n }\n\n interface
DateTimeFormatOptions {\n formatMatcher?: "basic" | "best fit" | "best fit" | undefined;\n
dateStyle?: "full" | "long" | "medium" | "short" | undefined;\n timeStyle?: "full" | "long" | "medium"
| "short" | undefined;\n dayPeriod?: "narrow" | "short" | "long" | undefined;\n
fractionalSecondDigits?: 1 | 2 | 3 | undefined;\n }\n\n interface DateTimeRangeFormatPart
extends DateTimeFormatPart {\n source: "startRange" | "endRange" | "shared";\n }\n\n
interface DateTimeFormat {\n formatRange(startDate: Date | number | bigint, endDate: Date |
number | bigint): string;\n formatRangeToParts(startDate: Date | number | bigint, endDate: Date
| number | bigint): DateTimeRangeFormatPart[];\n }\n\n interface
ResolvedDateTimeFormatOptions {\n formatMatcher?: "basic" | "best fit" | "best fit";\n
dateStyle?: "full" | "long" | "medium" | "short";\n timeStyle?: "full" | "long" | "medium" | "short";\n
hourCycle?: "h11" | "h12" | "h23" | "h24";\n dayPeriod?: "narrow" | "short" | "long";\n
fractionalSecondDigits?: 1 | 2 | 3;\n }\n\n /**\n * The locale matching algorithm to use.\n *\n *
[MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/
Intl/ListFormat/ListFormat#parameters).\n *\n type ListFormatLocaleMatcher = "lookup" | "best
fit";\n\n /**\n * The format of output message.\n *\n * [MDN](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Intl/ListFormat/ListFormat#parameters).\n
*\n type ListFormatType = "conjunction" | "disjunction" | "unit";\n\n /**\n * The length of the
formatted message.\n *\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/ListFormat/ListFormat#parameters).\n *\n type ListFormatStyle
= "long" | "short" | "narrow";\n\n /**\n * An object with some or all properties of the
`Intl.ListFormat` constructor `options` parameter.\n *\n * [MDN](https://
developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Intl/ListFormat/
ListFormat#parameters).\n *\n interface ListFormatOptions {\n /** The locale matching
algorithm to use. For information about this option, see [Intl page](https://developer.mozilla.org/
docs/Web/JavaScript/Reference/Global_Objects/Intl#Locale_negotiation). *\n localeMatcher?:
ListFormatLocaleMatcher | undefined;\n /** The format of output message. *\n type?:
ListFormatType | undefined;\n /** The length of the internationalized message. *\n style?:
ListFormatStyle | undefined;\n }\n\n interface ResolvedListFormatOptions {\n locale: string;\n
style: ListFormatStyle;\n type: ListFormatType;\n }\n\n interface ListFormat {\n /**\n * Returns a
string with a language-specific representation of the list.\n *\n * @param list - An iterable
object, such as an [Array](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Array).\n *\n * @throws `TypeError` if `list` includes something other than the
possible values.\n *\n * @returns {string} A language-specific formatted string representing the
elements of the list.\n *\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/
Reference/Global_Objects/Intl/ListFormat/format).\n *\n format(list: Iterable<string>):
string;\n\n /**\n * Returns an Array of objects representing the different components that can be
used to format a list of values in a locale-aware fashion.\n *\n * @param list - An iterable
object, such as an [Array](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Array), to be formatted according to a locale.\n *\n * @throws `TypeError` if
`list` includes something other than the possible values.\n *\n * @returns {{ type: "element" |
"literal", value: string; }} An Array of components which contains the formatted parts from the
list.\n *\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/
Global_Objects/Intl/ListFormat/formatToParts).\n *\n formatToParts(list: Iterable<string>):
{ type: "element" | "literal"; value: string; }[];\n\n /**\n * Returns a new object with properties
reflecting the locale and style\n * formatting options computed during the construction of the
current\n * `Intl.ListFormat` object.\n *\n * [MDN](https://developer.mozilla.org/en-US/
docs/Web/JavaScript/Reference/Global_Objects/Intl/ListFormat/resolvedOptions).\n *\n
resolvedOptions(): ResolvedListFormatOptions;\n }\n\n const ListFormat: {\n prototype:
ListFormat;\n\n /**\n * Creates [Intl.ListFormat](https://developer.mozilla.org/en-US/docs/Web/
JavaScript/Reference/Global_Objects/Intl/ListFormat) objects that\n * enable language-
sensitive list formatting.\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/ListFormat/ListFormat#parameters)\n * with some or all options of `ListFormatOptions`.\n *\n * @returns [Intl.ListFormatOptions](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects Intl/ListFormat) object.\n *\n * [MDN](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects Intl/ListFormat).\n */\n\n new (locales?: LocalesArgument, options?: ListFormatOptions): ListFormat;\n\n /**\n * Returns an array containing those of the provided locales that are\n * supported in list formatting 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/ListFormat/supportedLocalesOf#parameters).\n * with some or all possible options.\n *\n * @returns An array of strings representing a subset of the given locale tags that are supported in list\n * formatting 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/ListFormat/supportedLocalesOf).\n */\n\n supportedLocalesOf(locales: LocalesArgument, options?: Pick<ListFormatOptions, "localeMatcher">): UnicodeBCP47LocaleIdentifier[]; \n };

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```
***** */
<reference no-default-lib="true"/>
namespace Intl {
    interface
    DateTimeFormatPartTypesRegistry {
        unknown: any;
    }
}
```

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```
***** */  
<reference no-default-lib="true"/>  
declare namespace Reflect {  
    /** * Calls the function with the specified object as the this value and the elements of specified array as the arguments.  
    * @param target The function to call.  
    * @param thisArgument The object to be used as the this object.  
    * @param argumentsList An array of argument values to be passed to the function.  
    */  
    function apply<T, A extends readonly any[], R>(target: (this: T, ...args: A) => R, thisArgument: T, argumentsList: Readonly<A>, ): R;  
    function apply(target: Function, thisArgument: any, argumentsList: ArrayLike<any>): any;  
    /** * Constructs the target with the elements of specified array as the arguments and the specified constructor as the `new.target` value.  
    * @param target The constructor to invoke.  
    * @param argumentsList An array of argument values to be passed to the constructor.  
    * @param
```

newTarget The constructor to be used as the `new.target` object.

* function construct<A extends readonly any[], R>(\n target: new (...args: A) => R,\n argumentsList: Readonly<A>,\n newTarget?: new (...args: any) => any,\n): R;\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 (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 */\n function defineProperty(target: object, propertyKey: PropertyKey, attributes: PropertyDescriptor & ThisType<any>): 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 */\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 */\n function get<T extends object, P extends PropertyKey>(\n target: T,\n propertyKey: P,\n receiver?: unknown,\n): P extends keyof T ? T[P] : 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 */\n function getOwnPropertyDescriptor<T extends object, P extends PropertyKey>(\n target: T,\n propertyKey: P,\n): TypedPropertyDescriptor<P extends keyof T ? T[P] : any> | undefined;\n\n /**\n * Returns the prototype of an object.\n * @param target The object that references the prototype.\n\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 itself or in its prototype chain.\n * @param propertyKey Name of the property.\n\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 object.\n * @param target Object to test.\n\n */\n function isExtensible(target: object): boolean;\n\n /**\n * 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.\n * @param target Object that contains the own properties.\n\n */\n function ownKeys(target: object): (string | symbol)[];\n\n /**\n * Prevents the addition of new properties to an object.\n * @param target Object to make non-extensible.\n * @return Whether the object has been made non-extensible.\n\n */\n function preventExtensions(target: object): boolean;\n\n /**\n * Sets the property of target, equivalent to `target[propertyKey] = value` when `receiver === target`.\n * @param target Object that contains the property on itself or in its prototype chain.\n * @param propertyKey Name of the property.\n * @param receiver The reference to use as the `this` value in the setter function,\n * if `target[propertyKey]` is an accessor property.\n\n */\n function set<T extends object, P extends PropertyKey>(\n target: T,\n propertyKey: P,\n value: P extends keyof T ? T[P] : any,\n receiver?: any,\n): boolean;\n\n function set(target: 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 target The object to change its prototype.\n * @param proto The value of the new prototype or null.\n * @return Whether setting the prototype was successful.\n\n */\n function setPrototypeOf(target: object, proto: object | null): boolean;\n\n

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```
License.\n***** */\n\n//
<reference no-default-lib="true"/>\n\ninterface ClassDecorator = <TFunction extends
Function>(target: TFunction) => TFunction | void;\ndeclare type PropertyDecorator = (target:
Object, propertyKey: string | symbol) => void;\ndeclare type MethodDecorator = <T>(target:
Object, propertyKey: string | symbol, descriptor: TypedPropertyDescriptor<T>) =>
TypedPropertyDescriptor<T> | void;\ndeclare type ParameterDecorator = (target: Object,
propertyKey: string | symbol | undefined, parameterIndex: number) => void;\n';
```

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```
License.\n***** */\n\n//
<reference no-default-lib="true"/>\n\ninterface AggregateError extends Error {\n errors:
any[];\n}\n\ninterface AggregateErrorConstructor {\n new (errors: Iterable<any>, message?:
string): AggregateError;\n (errors: Iterable<any>, message?: string): AggregateError;\n
readonly prototype: AggregateError;\n}\n\ninterface PromiseConstructor {\n /**\n * Represents the completion of an asynchronous
operation\n */\n interface PromiseConstructor {\n /**\n * 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.\n */\n * @param values An
array or iterable of Promises.\n */\n * @returns A new Promise.\n */\n any<T> extends readonly
unknown[] | []>(values: T): Promise<Awaited<T[number]>>;\n\n /**\n * 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.\n */\n * @param values An array or iterable of Promises.\n */\n * @returns A new Promise.\n */\n
any<T>(values: Iterable<T | PromiseLike<T>>): Promise<Awaited<T>>;\n}\n';
```

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```
License.\n***** */\n\n//
<reference no-default-lib="true"/>\n\ninterface Array<T> {\n /**\n * Determines whether an
array includes a certain element, returning true or false as appropriate.\n */\n * @param
searchElement The element to search for.\n */\n * @param fromIndex The position in this array at
which to begin searching for searchElement.\n */\n includes(searchElement: T, fromIndex?:
number): boolean;\n}\n\ninterface ReadonlyArray<T> {\n /**\n * Determines whether an array
includes a certain element, returning true or false as appropriate.\n */\n * @param searchElement
The element to search for.\n */\n * @param fromIndex The position in this array at which to begin
searching for searchElement.\n */\n includes(searchElement: T, fromIndex?: number):
boolean;\n}\n\ninterface Int8Array {\n /**\n * Determines whether an array includes a certain
element, returning true or false as appropriate.\n */\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}\n';

```

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```

License.\n***** */\n\n\n//
<reference no-default-lib="true"/>\n\ninterface Array<T> {\n /**\n * Returns the item located at
the specified index.\n * @param index The zero-based index of the desired code unit. A
negative index will count back from the last item.\n */\n at(index: number): T | undefined;\n}
\n\ninterface ReadonlyArray<T> {\n /**\n * Returns the item located at the specified index.\n
* @param index The zero-based index of the desired code unit. A negative index will count back
from the last item.\n */\n at(index: number): T | undefined;\n}\n\ninterface Int8Array {\n /**\n
* Returns the item located at the specified index.\n * @param index The zero-based index of the
desired code unit. A negative index will count back from the last item.\n */\n at(index: number):
number | undefined;\n}\n\ninterface Uint8Array {\n /**\n * Returns the item located at the
specified index.\n * @param index The zero-based index of the desired code unit. A negative
index will count back from the last item.\n */\n at(index: number): number | undefined;\n}

```

```

\n\ninterface Uint8ClampedArray {\n /**\n * Returns the item located at the specified index.\n *
@param index The zero-based index of the desired code unit. A negative index will count back
from the last item.\n */\n at(index: number): number | undefined;\n}\n\ninterface Int16Array {\n /
**\n * Returns the item located at the specified index.\n *
@param index The zero-based index
of the desired code unit. A negative index will count back from the last item.\n */\n at(index:
number): number | undefined;\n}\n\ninterface Uint16Array {\n /**\n * Returns the item located at
the specified index.\n *
@param index The zero-based index of the desired code unit. A
negative index will count back from the last item.\n */\n at(index: number): number |
undefined;\n}\n\ninterface Int32Array {\n /**\n * Returns the item located at the specified
index.\n *
@param index The zero-based index of the desired code unit. A negative index will
count back from the last item.\n */\n at(index: number): number | undefined;\n}\n\ninterface
Uint32Array {\n /**\n * Returns the item located at the specified index.\n *
@param index The
zero-based index of the desired code unit. A negative index will count back from the last
item.\n */\n at(index: number): number | undefined;\n}\n\ninterface Float32Array {\n /**\n *
Returns the item located at the specified index.\n *
@param index The zero-based index of the
desired code unit. A negative index will count back from the last item.\n */\n at(index:
number): number | undefined;\n}\n\ninterface Float64Array {\n /**\n * Returns the item located
at the
specified index.\n *
@param index The zero-based index of the desired code unit. A negative
index will count back from the last item.\n */\n at(index: number): number | undefined;\n}\n\ninterface BigInt64Array {\n /**\n * Returns the item located at the specified index.\n *
@param index The zero-based index of the desired code unit. A negative index will count back
from the last item.\n */\n at(index: number): bigint | undefined;\n}\n\ninterface BigUint64Array
{\n /**\n * Returns the item located at the specified index.\n *
@param index The zero-based
index of the desired code unit. A negative index will count back from the last item.\n */\n
at(index: number): bigint | undefined;\n}\n';

```

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```

License.\n*****\n\n\n//
<reference no-default-lib="true"/>\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: (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 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 to the same array starting at position target. If target is negative, it is treated as length+target where length is the length of the array. If start is negative, it is treated as length+start. If end is negative, it is treated as length+end. If not specified, length of the this object is used as its default value.

copyWithin(target: number, start: number, end?: number): this;

interface ArrayConstructor {
 /**
 * Creates an array from an array-like object.
 * @param arrayLike An array-like object to convert to an array.
 */
 from<T>(arrayLike: ArrayLike<T>): T[];
 /**
 * Creates an array from an iterable object.
 * @param arrayLike An array-like object to convert to an array.
 * @param mapfn A mapping function to call on every element of the array.
 * @param thisArg Value of 'this' used to invoke the mapfn.
 */
 from<T, U>(arrayLike: ArrayLike<T>, mapfn: (v: T, k: number) => U, thisArg?: any): U[];
 /**
 * Returns a new array from a set of elements.
 * @param items A set of elements to include in the new array object.
 */
 of<T>(...items: T[]): T[];
}

interface DateConstructor {
 new (value: number | string | Date): Date;
}

interface Function {
 /**
 * Returns the name of the function. Function names are read-only and can not be changed.
 */
 readonly name: string;
}

interface Math {
 /**
 * Returns the number of leading zero bits in the 32-bit binary representation of a number.
 * @param x A numeric expression.
 */
 clz32(x: number): number;
 /**
 * Returns the result of 32-bit multiplication of two numbers.
 * @param x First number
 * @param y Second number
 */
 imul(x: number, y: number): number;
 /**
 * Returns the sign of the x, indicating whether x is positive, negative or zero.
 * @param x The numeric expression to test
 */
 sign(x: number): number;
 /**
 * Returns the base 10 logarithm of a number.
 * @param x A numeric expression.
 */
 log10(x: number): number;
 /**
 * Returns the base 2 logarithm of a number.
 * @param x A numeric expression.
 */
 log2(x: number): number;
 /**
 * Returns the natural logarithm of 1 + x.
 * @param x A numeric expression.
 */
 log1p(x: number): number;
 /**
 * Returns the result of (e^x - 1), which is an implementation-dependent approximation to subtracting 1 from the exponential function of x (e raised to the power of x, where e is the base of the natural logarithms).
 * @param x A numeric expression.
 */
 expm1(x: number): number;
 /**
 * Returns the hyperbolic cosine of a number.
 * @param x A numeric expression that contains an angle measured in radians.
 */
 cosh(x: number): number;
 /**
 * Returns the hyperbolic sine of a number.
 * @param x A numeric expression that contains an angle measured in radians.
 */
 sinh(x: number): number;
 /**
 * Returns the hyperbolic tangent of a number.
 * @param x A numeric expression that contains an angle measured in radians.
 */
 tanh(x: number): number;
 /**
 * Returns the inverse hyperbolic cosine of a number.
 * @param x A numeric expression that contains an angle measured in radians.
 */
 acosh(x: number): number;
 /**
 * Returns the inverse hyperbolic sine of a number.
 * @param x A numeric expression that contains an angle measured in radians.
 */
 asinh(x: number): number;
 /**
 * Returns the inverse hyperbolic tangent of a number.
 * @param x A numeric expression that contains an angle measured in radians.
 */
 atanh(x: number): number;
 /**
 * Returns the square root of the sum of squares of its arguments.
 * @param values Values to compute the square root for.
 * If no arguments are passed, the result is +0.
 * If there is only one argument, the result is the absolute value.
 * If any argument is +Infinity or -Infinity, the result is +Infinity.
 * If any argument is NaN, the result is NaN.
 * If all arguments are either +0 or -0, the result is +0.
 */
 hypot(...values: number[]): number;
 /**
 * Returns the integral part of the a numeric expression, x, removing any fractional digits.
 * If x is already an integer, the result is x.
 * @param x A numeric expression.
 */
 trunc(x: number): number;
 /**
 * Returns the nearest single precision float representation of a number.
 * @param x A numeric expression.
 */
 fround(x: number): number;
 /**
 * Returns an implementation-dependent approximation to the cube root of number.
 * @param x A numeric expression.
 */
 cbrt(x: number): number;
}

interface NumberConstructor {
 /**
 * The value of Number.EPSILON is the difference between 1 and the smallest value greater than 1 that is representable as a Number value, which is approximately:
 2.2204460492503130808472633361816 x 10^-16
 */
 readonly EPSILON: number;
 /**
 * Returns true if passed value is finite.
 * Unlike the global isFinite, Number.isFinite doesn't forcibly convert the parameter to a number. Only finite

values of the type number, result in true.
`isFinite(number: unknown): boolean;`
 Returns true if the value passed is an integer, false otherwise.
`isNaN(number: unknown): boolean;`
 Returns a Boolean value that indicates whether a value is the reserved value NaN (not a number). Unlike the global `isNaN()`, `Number.isNaN()` doesn't forcefully convert the parameter to a number. Only values of the type number, that are also NaN, result in true.
`isSafeInteger(number: unknown): boolean;`
 Returns true if the value passed is a safe integer.
`MAX_SAFE_INTEGER: number;`
 The value of the largest integer n such that n and n + 1 are both exactly representable as a Number value. The value of `Number.MAX_SAFE_INTEGER` is 9007199254740991 (2⁵³ - 1).
`MIN_SAFE_INTEGER: number;`
 The value of the smallest integer n such that n and n - 1 are both exactly representable as a Number value. The value of `Number.MIN_SAFE_INTEGER` is -9007199254740991 (-2⁵³ + 1).
`parseFloat(string: string): number;`
 Converts a string to a floating-point number.
`parseInt(string: string, radix?: number): number;`
 Converts a string to an integer. A string to convert into a number. A value between 2 and 36 that specifies the base of the number in string. If this argument is not supplied, strings with a prefix of '0x' are considered hexadecimal. All other strings are considered decimal.
`Object.assign<T>(target: T, ...sources: any[]): T;`
 Copy the values of all of the enumerable own properties from one or more source objects to a target object. Returns the target object.
`Object.setPrototypeOf(o: any, proto: object | null): any;`
 Sets the prototype of a specified object o to object proto or null. Returns the object o.
`Object.getPrototypeOf(o: any): object | null;`
 Returns the prototype of a specified object o.
`Object.keys(o: {}): string[];`
 Returns an array of all symbol properties found directly on object o.
`Object.getOwnPropertySymbols(o: {}): Symbol[];`
 Returns the names of the enumerable string properties and methods of an object.
`Object.is(value1: any, value2: any): boolean;`
 Returns true if the values are the same value, false otherwise.
`Object.setPrototypeOf(o: any, proto: object | null): any;`
 Sets the prototype of a specified object o to object proto or null. Returns the object o.
`Object.getPrototypeOf(o: any): object | null;`
 Returns the prototype of a specified object o.
`Array.prototype.find(predicate: (value: T, index: number, obj: T) => boolean): T | undefined;`
 Returns the value of the first element in the array where predicate is true, and undefined otherwise.
`Array.prototype.findIndex(predicate: (value: T, index: number, obj: T) => boolean): number;`
 Returns the index of the first element in the array where predicate is true, and undefined otherwise.

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 * - "g" for global\n * - "i" for ignoreCase\n * - "m" for multiline\n * - "u" for unicode\n * - "y" for sticky\n * - If no flags are set, the value is the empty string.\n */\n readonly flags: string;\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 * 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 (0x110000) that is the code point\n * value of the UTF-16 encoded code point starting at the string element at position pos\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 * 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;\n * 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 * 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\n * length(this). Otherwise returns false.\n */\n endsWith(searchString: string, endPosition?: number): boolean;\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 * 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?: string): string;\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 * 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 * Returns an <a> HTML anchor element and sets the name attribute to the text value\n * @deprecated A legacy feature for browser compatibility\n * @param name\n */\n anchor(name: string): string;\n /**\n * Returns a <big> HTML element\n * @deprecated A legacy feature for browser compatibility\n */\n big(): string;\n /**\n * Returns a <blink> HTML element\n * @deprecated A legacy feature for browser compatibility\n */\n blink(): string;\n /**\n * Returns a HTML element\n * @deprecated A legacy feature for browser compatibility\n */\n bold(): string;\n /**\n * Returns a <tt> HTML element\n * @deprecated A legacy feature for browser compatibility\n */\n fixed(): string;\n /**\n * Returns a HTML element and sets the color attribute value\n * @deprecated A legacy feature for browser compatibility\n */\n fontcolor(color: string): string;\n /**\n * Returns a HTML element and sets the size attribute value\n * @deprecated A legacy feature for browser compatibility\n */\n fontsize(size: number): string;\n /**\n * Returns a HTML element and sets the size attribute value\n * @deprecated A legacy feature for browser compatibility\n */\n fontsize(size: string):

```
string;\n\n /**\n * Returns an `<i>` HTML element\n * @deprecated A legacy feature for
browser compatibility\n */\n italics(): string;\n\n /**\n * Returns an `<a>` HTML element and sets
the href attribute value\n * @deprecated A legacy feature for browser compatibility\n */\n
link(url: string): string;\n\n /**\n * Returns a `<small>` HTML element\n * @deprecated A legacy
feature for browser compatibility\n */\n small(): string;\n\n /**\n * Returns a `<strike>` HTML
element\n * @deprecated A legacy feature for browser compatibility\n */\n strike(): string;\n\n /
**\n * Returns a `<sub>` HTML element\n * @deprecated A legacy feature for browser
compatibility\n */\n sub(): string;\n\n /**\n * Returns a `<sup>` HTML element\n * @deprecated
A legacy feature for browser compatibility\n */\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';
```

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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//

```
<reference no-default-lib="true"/>\n\ninterface Atomics {\n /**\n * A non-blocking, asynchronous
version of wait which is usable on the main thread.\n * Waits asynchronously on a shared
memory location and returns a Promise\n * @param typedArray A shared Int32Array or
BigInt64Array.\n * @param index The position in the typedArray to wait on.\n * @param value
The expected value to test.\n * @param [timeout] The expected value to test.\n */\n
waitAsync(typedArray: Int32Array, index: number, value: number, timeout?: number): { async:
false; value: "not-equal" | "timed-out"; } | { async: true; value: Promise<"ok" | "timed-
out">; };\n\n /**\n * A non-blocking, asynchronous version of wait which is usable on the main
thread.\n * Waits asynchronously on a shared memory location and returns a Promise\n *
@param typedArray A shared Int32Array or BigInt64Array.\n * @param index The position in
the typedArray to wait on.\n * @param value The expected value to test.\n * @param [timeout]
The expected value to test.\n */\n waitAsync(typedArray: BigInt64Array, index: number, value:
bigint, timeout?: number): { async: false; value: "not-equal" | "timed-out"; } | { async: true; value:
Promise<"ok" | "timed-out">; };\n}\n';
```

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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//

```
<reference no-default-lib="true"/>\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, 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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License.\n\n***** */\n\n\n//<reference no-default-lib="true"/>\n\ninterface DateConstructor {\n /**\n * Returns the number of milliseconds between midnight, January 1, 1970 Universal Coordinated Time (UTC) (or GMT) and the specified date.\n * @param year The full year designation is required for cross-century date accuracy. If year is between 0 and 99 is used, then year is assumed to be 1900 + year.\n * @param monthIndex The month as a number between 0 and 11 (January to December).\n * @param date The date as a number between 1 and 31.\n * @param hours Must be supplied if minutes is supplied. A number from 0 to 23 (midnight to 11pm) that

specifies the hour.\n * @param minutes Must be supplied if seconds is supplied. A number from 0 to 59 that specifies the minutes.\n * @param seconds Must be supplied if milliseconds is supplied. A number from 0 to 59 that specifies the seconds.\n * @param ms A number from 0 to 999 that specifies the milliseconds.\n */\n UTC(year: number, monthIndex?: number, date?: number, hours?: number, minutes?: number, seconds?: number, ms?: number): number;\n}\n';

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<reference no-default-lib="true"/>\n\ninterface Map<K, V> {\n clear(): void;\n /**\n * @returns true if an element in the Map existed and has been removed, or false if the element does not exist.\n */\n delete(key: K): boolean;\n /**\n * Executes a provided function once per each key/value pair in the Map, in insertion order.\n */\n forEach(callbackfn: (value: V, key: K, map: Map<K, V>) => void, thisArg?: any): void;\n /**\n * Returns a specified element from the Map object. If the value that is associated to the provided key is an object, then you will get a reference to that object and any change made to that object will effectively modify it inside the Map.\n */\n * @returns Returns the element associated with the specified key. If no element is associated with the specified key, undefined is returned.\n */\n get(key: K): V | undefined;\n /**\n * @returns boolean indicating whether an element with the specified key exists or not.\n */\n has(key: K): boolean;\n /**\n * Adds a new element with a specified key and value to the Map. If an element with the same key already exists, the element will be updated.\n */\n set(key: K, value: V): this;\n /**\n * @returns the number of elements in the Map.\n */\n readonly size: number;\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}\ndeclare var Map: 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 WeakKey, V> {\n /**\n * Removes the specified element from the WeakMap.\n */\n * @returns true if the element was successfully removed, or false if it was not present.\n */\n delete(key: K): boolean;\n /**\n * @returns a specified element.\n */\n get(key: K): V | undefined;\n /**\n * @returns a boolean indicating whether an element with the specified key exists or not.\n */\n has(key: K): boolean;\n /**\n * Adds a new element with a specified key and value.\n */\n * @param key Must be an object or symbol.\n */\n set(key: K, value: V): this;\n}\n\ninterface WeakMapConstructor {\n new <K extends WeakKey = WeakKey, V = any>(entries?: readonly (readonly [K, V])[] | null): WeakMap<K, V>;\n readonly prototype: WeakMap<WeakKey, any>;\n}\ndeclare var WeakMap: WeakMapConstructor;\n\ninterface Set<T> {\n /**\n * Appends a new element with a specified value to the end of the Set.\n */\n * @returns Returns true if an element in the Set existed and has been removed, or false if the element does not exist.\n */\n add(value: T): this;\n clear(): void;\n /**\n * Removes a specified value from the Set.\n */\n * @returns Returns true if an element in the Set existed and has been removed, or false if the element does not exist.\n */\n delete(value: T): boolean;\n /**\n * Executes a provided function once per each value in the Set object, in insertion order.\n */\n forEach(callbackfn: (value: T, value2: T, set: Set<T>) => void, thisArg?: any): void;\n /**\n * @returns a boolean indicating whether an element with the specified value exists in the Set or not.\n */\n has(value: T): boolean;\n /**\n * @returns the number of (unique) elements in Set.\n */\n readonly size: number;\n}\n\ninterface SetConstructor {\n new <T = any>(values?: readonly T[] | null): Set<T>;\n readonly prototype: Set<any>;\n}\ndeclare 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 WeakKey> {\n /**\n * Appends a new value to the end of the WeakSet.\n */\n * @returns Returns true if the element existed and has been removed, or false if the element does not exist.\n */\n add(value: T): this;\n /**\n * Removes the specified element from the WeakSet.\n */\n * @returns Returns true if the element existed and has been removed, or false if the element does not exist.\n */\n delete(value: T): boolean;\n /**\n * @returns a boolean indicating whether a value exists in the WeakSet or not.\n */\n has(value: T): boolean;\n}\n\ninterface WeakSetConstructor {\n new <T extends WeakKey = WeakKey>(values?: readonly T[] | null): WeakSet<T>;\n readonly prototype: WeakSet<WeakKey>;\n}\ndeclare var WeakSet: WeakSetConstructor;\n';

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```

***** */
<reference no-default-lib="true"/>
interface ObjectConstructor {
  /**
   * Determines whether an object has a property with the specified name.
   * @param o An object.
   * @param v A property name.
   */
  hasOwn(o: object, v: PropertyKey): boolean;
}

```

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```

***** */
<reference no-default-lib="true"/>
interface ObjectConstructor {
  /**
   * Returns an array of values of the enumerable properties of an object
   * @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.
   */
  values<T>(o: { [s: string]: T; } | ArrayLike<T>): T[];
  /**
   * Returns an array of values of the enumerable properties of an object
   * @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.
   */
  values(o: {}): any[];
  /**
   * Returns an array of key/values of the enumerable properties of an object
   * @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.
   */
  entries<T>(o: { [s: string]: T; } | ArrayLike<T>): [string, T][];
  /**
   * Returns an array of key/values of the enumerable properties of an object
   * @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.
   */
  entries(o: {}): [string, any][];
  /**
   * Returns an object containing all own property descriptors of an object
   * @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.
   */
  getOwnPropertyDescriptors<T>(o: T): { [P in keyof T]: TypedPropertyDescriptor<T[P]>; } & { [x: string]: PropertyDescriptor; };
}

```

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```

***** */
<reference no-default-lib="true"/>
interface PromiseConstructor {
  /**
   * A reference to the prototype.
   */
  readonly prototype: Promise<any>;
  /**
   * Creates a new Promise.
   * @param executor A callback used to initialize the promise. This callback is passed two arguments:
   *   a resolve callback used to resolve the promise with a value or the result of another promise,
   *   and a reject callback used to reject the promise with a provided reason or error.
   */
  new <T>(executor: (resolve: (value: T | PromiseLike<T>) => void, reject: (reason?: any) => void) => void): Promise<T>;
  /**
   * 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>
extends readonly unknown[] | []>(values: T): Promise<{\n * -readonly [P in keyof T]:
Awaited<T[P]>;\n * }>;\n\n // see: lib.es2015.iterable.d.ts\n\n // all<T>(values: Iterable<T |
PromiseLike<T>>): Promise<Awaited<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\n race<T> extends readonly unknown[]
| []>(values: T): Promise<Awaited<T[number]>>;\n\n // see: lib.es2015.iterable.d.ts\n\n //
race<T>(values: Iterable<T | PromiseLike<T>>): Promise<Awaited<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\n reject<T = never>(reason?: any):
Promise<T>;\n\n /**\n * Creates a new resolved promise.\n * @returns A resolved promise.\n
*/\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\n resolve<T>(value: T): Promise<Awaited<T>>;\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\n resolve<T>(value: T |
PromiseLike<T>): Promise<Awaited<T>>;\n\n\n declare var Promise: PromiseConstructor;\n\n

```

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```
***** */
<reference no-default-lib="true"/>
interface ProxyHandler<T extends object> {
    * A trap method for a function call.
    * @param target The original callable object which is being proxied.
    */
    apply?(target: T, thisArg: any, argArray: any[]): any;

    * A trap for the `new` operator.
    * @param target The original object which is being proxied.
    * @param newTarget The constructor that was originally called.
    */
    construct?(target: T, argArray: any[], newTarget: Function): object;

    * A trap for `Object.defineProperty()`.
    * @param
```



```
target The original object which is being proxied.\n * @returns A `Boolean` indicating whether or not the property has been defined.\n */\n defineProperty?(target: T, property: string | symbol, attributes: PropertyDescriptor): boolean;\n\n /**\n  * A trap for the `delete` operator.\n  *\n  * @param target The original object which is being proxied.\n  * @param p The name or `Symbol` of the property to delete.\n  * @returns A `Boolean` indicating whether or not the property was deleted.\n  */\n deleteProperty?(target: T, p: string | symbol): boolean;\n\n /**\n  * A trap for getting a property value.\n  *\n  * @param target The original object which is being proxied.\n  * @param p The name or `Symbol` of the property to get.\n  * @param receiver The proxy or an object that inherits from the proxy.\n  */\n get?(target: T, p: string | symbol, receiver: any): any;\n\n /**\n  * A trap for `Object.getOwnPropertyDescriptor()`.\n  *\n  * @param target The original object which is being proxied.\n  * @param p The name of the property whose description should be retrieved.\n  */\n getOwnPropertyDescriptor?(target: T, p: string | symbol): PropertyDescriptor | undefined;\n\n /**\n  * A trap for the `[[GetPrototypeOf]]` internal method.\n  *\n  * @param target The original object which is being proxied.\n  */\n getPrototypeOf?(target: T): object | null;\n\n /**\n  * A trap for the `in` operator.\n  *\n  * @param target The original object which is being proxied.\n  * @param p The name or `Symbol` of the property to check for existence.\n  */\n has?(target: T, p: string | symbol): boolean;\n\n /**\n  * A trap for `Object.isExtensible()`.\n  *\n  * @param target The original object which is being proxied.\n  */\n isExtensible?(target: T): boolean;\n\n /**\n  * A trap for `Reflect.ownKeys()`.\n  *\n  * @param target The original object which is being proxied.\n  */\n ownKeys?(target: T): ArrayLike<string | symbol>;\n\n /**\n  * A trap for `Object.preventExtensions()`.\n  *\n  * @param target The original object which is being proxied.\n  */\n preventExtensions?(target: T): boolean;\n\n /**\n  * A trap for setting a property value.\n  *\n  * @param target The original object which is being proxied.\n  * @param p The name or `Symbol` of the property to set.\n  * @param receiver The object to which the assignment was originally directed.\n  * @returns A `Boolean` indicating whether or not the property was set.\n  */\n set?(target: T, p: string | symbol, newValue: any, receiver: any): boolean;\n\n /**\n  * A trap for `Object.setPrototypeOf()`.\n  *\n  * @param target The original object which is being proxied.\n  * @param newPrototype The object's new prototype or `null`.\n  */\n setPrototypeOf?(target: T, v: object | null): boolean;\n\n interface ProxyConstructor {\n\n /**\n  * Creates a revocable Proxy object.\n  *\n  * @param target A target object to wrap with Proxy.\n  * @param handler An object whose properties define the behavior of Proxy when an operation is attempted on it.\n  */\n revocable<T extends object>(target: T, handler: ProxyHandler<T>): { proxy: T; revoke: () => void; };\n\n /**\n  * Creates a Proxy object. The Proxy object allows you to create an object that can be used in place of the\n  * original object, but which may redefine fundamental Object operations like getting, setting, and defining\n  * properties. Proxy objects are commonly used to log property accesses, validate, format, or sanitize inputs.\n  *\n  * @param target A target object to wrap with Proxy.\n  * @param handler An object whose properties define the behavior of Proxy when an operation is attempted on it.\n  */\n new <T extends object>(target: T, handler: ProxyHandler<T>): T;\n\n declare var Proxy: ProxyConstructor;\n };
```

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```

***** */
<reference no-default-lib="true"/>
interface RegExpMatchArray {
  indices?:
  RegExpIndicesArray;
}
interface RegExpExecArray {
  indices?: RegExpIndicesArray;
}
interface RegExpIndicesArray extends Array<number, number> {
  groups?: {
    [key: string]: [number, number];
  };
}
interface RegExp {
  /**
   * Returns a Boolean value indicating the state of the hasIndices flag (d) used with a regular expression.
   * Default is false. Read-only.
   */
  readonly hasIndices: boolean;
}

```

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```

***** */
<reference no-default-lib="true"/>
interface String {
  /**
   * Removes the trailing white space and line terminator characters from a string.
   */
  trimEnd(): string;
  /**
   * Removes the leading white space and line terminator characters from a string.
   */
  trimStart(): string;
  /**
   * Removes the leading white space and line terminator characters from a string.
   * @deprecated A legacy feature for browser compatibility. Use `trimStart` instead.
   */
  trimLeft(): string;
  /**
   * Removes the trailing white space and line terminator characters from a string.
   * @deprecated A legacy feature for browser compatibility. Use `trimEnd` instead.
   */
  trimRight(): string;
}

```

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```

***** */
<reference no-default-lib="true"/>
interface String {
  /**
   * Replace all instances of a substring in a string, using a regular expression or search string.
   * @param searchValue A string to search for.
   * @param replaceValue A string containing the text to replace for every successful match of searchValue in this string.
   */
  replaceAll(searchValue: string | RegExp, replaceValue: string): string;
  /**
   * Replace all instances of a substring in a string, using a regular expression or search string.
   * @param searchValue A string to search for.
   * @param replacer A function that returns the replacement text.
   */
  replaceAll(searchValue: string | RegExp, replacer: (substring: string, ...args: any[]) => string): string;
}

```

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```

<reference no-default-lib="true"/>
interface String {
  /**
   * Returns a new String consisting
   * of the single UTF-16 code unit located at the specified index.
   * @param index The zero-based
   * index of the desired code unit. A negative index will count back from the last item.
   */
  at(index: number): string | undefined;
}

```

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```

<reference no-default-lib="true"/>
interface Symbol {
  /**
   * Expose the [[Description]]
   * internal slot of a symbol directly.
   */
  readonly description: string | undefined;
}

```

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```

<reference no-default-lib="true"/>
interface SymbolConstructor {
  /**
   * A reference to the
   * prototype.
   */
  readonly prototype: Symbol;
  /**
   * Returns a new unique Symbol value.
   * @param description Description of the new Symbol object.
   */
  (description?: string | number): symbol;
  /**
   * Returns a Symbol object from the global symbol registry matching
   * the given key if found. Otherwise, returns a new symbol with this key.
   * @param key key
   * to search for.
   */
  for(key: string): symbol;
  /**
   * Returns a key from the global symbol
   * registry matching the given Symbol if found. Otherwise, returns a undefined.
   * @param
   * sym Symbol to find the key for.
   */
  keyFor(sym: symbol): string | undefined;
}
declare var
Symbol: SymbolConstructor;

```

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```

<reference no-default-lib="true"/>
interface WeakKeyTypes {
  symbol: symbol;
}

```

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```

***** */
<reference no-default-lib="true"/>
interface FlatArray<Arr, Depth extends number> = {
  done: Arr;
  recur: Arr extends ReadonlyArray<infer InnerArr> ? 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]> : Arr;
  [Depth extends -1 ? "done" : "recur"] : never;
}
interface ReadonlyArray<T> {
  /**
   * Calls a defined callback function on each element of an array. Then, flattens the result into a new array. This is identical to a map followed by flat with depth 1.
   * @param callback A function that accepts up to three arguments. The flatMap method calls the callback function one time for each element in the array.
   * @param thisArg An object to which the this keyword can refer in the callback function. If thisArg is omitted, undefined is used as the this value.
   */
  flatMap<U, This = undefined>(callback: (this: This, value: T, index: number, array: T[]) => U | ReadonlyArray<U>, thisArg?: This): U[];
  /**
   * Returns a new array with all sub-array elements concatenated into it recursively up to the specified depth.
   * @param depth The maximum recursion depth.
   */
  flat<A, D extends number = 1>(this: A, depth?: D): FlatArray<A, D>[];
}
interface Array<T> {
  /**
   * Calls a defined callback function on each element of an array. Then, flattens the result into a new array. This is identical to a map followed by flat with depth 1.
   * @param callback A function that accepts up to three arguments. The flatMap method calls the callback function one time for each element in the array.
   * @param thisArg An object to which the this keyword can refer in the callback function. If thisArg is omitted, undefined is used as the this value.
   */
  flatMap<U, This = undefined>(callback: (this: This, value: T, index: number, array: T[]) => U | ReadonlyArray<U>, thisArg?: This): U[];
  /**
   * Returns a new array with all sub-array elements concatenated into it recursively up to the specified depth.
   * @param depth The maximum recursion depth.
   */
  flat<A, D extends number = 1>(this: A, depth?: D): FlatArray<A, D>[];
}

```

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```

***** */
<reference no-default-lib="true"/>
interface Array<T> {
  /**
   * Returns the value of the last element in the array where predicate is true, and undefined otherwise.
   * @param predicate findLast calls predicate once for each element of the array, in descending order, until it finds one where predicate returns true. If such an element is found, findLast immediately returns that element value. Otherwise, findLast returns undefined.
   * @param thisArg If provided, it will be used as the this value for each invocation of predicate. If it is not provided, undefined is used instead.
   */
  findLast<S extends T>(predicate: (value: T, index: number, array: T[]) => value is S, thisArg?: any): S | undefined;
  findLast(predicate: (value: T, index: number, array: T[]) => unknown, thisArg?: any): T | undefined;
  /**
   * Returns the index of the last element in the array where predicate is true, and -1 otherwise.
   * @param predicate findLastIndex calls predicate once for each element of the

```


array, in descending order, until it finds one where predicate returns true. If such an element is found, `findLastIndex` immediately returns that element index. Otherwise, `findLastIndex` returns `-1`.

`@param thisArg` If provided, it will be used as the `this` value for each invocation of `predicate`. If it is not provided, `undefined` is used instead.

`findLastIndex(predicate: (value: T, index: number, array: T[]) => unknown, thisArg?: any): number;`

`reverse(): T[];` Returns a copy of an array with its elements reversed.

`toReversed(): T[];` Returns a copy of an array with its elements sorted.

`@param compareFn` Function used to determine the order of the elements. It is expected to return a negative value if the first argument is less than the second argument, zero if they're equal, and a positive value otherwise. If omitted, the elements are sorted in ascending, ASCII character order.

`[[11, 2, 22, 1]].toSorted((a, b) => a - b) // [1, 2, 11, 22]`

`toSorted(compareFn?: (a: T, b: T) => number): T[];` Copies an array and removes elements and, if necessary, inserts new elements in their place. Returns the copied array.

`@param start` The zero-based location in the array from which to start removing elements.

`@param deleteCount` The number of elements to remove.

`@param items` Elements to insert into the copied array in place of the deleted elements.

`@returns` The copied array.

`splice(start: number, deleteCount: number, ...items: T[]): T[];` Copies an array and removes elements while returning the remaining elements.

`@param start` The zero-based location in the array from which to start removing elements.

`@param deleteCount` The number of elements to remove.

`@returns` A copy of the original array with the remaining elements.

`splice(start: number, deleteCount?: number): T[];` Copies an array, then overwrites the value at the provided index with the given value. If the index is negative, then it replaces from the end of the array.

`@param index` The index of the value to overwrite. If the index is negative, then it replaces from the end of the array.

`@param value` The value to write into the copied array.

`@returns` The copied array with the updated value.

`with(index: number, value: T): T[];`

`interface ReadonlyArray<T> {`

`last(): T | undefined;` Returns the value of the last element in the array where predicate is true, and `undefined` otherwise.

`@param predicate` `findLast` calls predicate once for each element of the array, in descending order, until it finds one where predicate returns true. If such an element is found, `findLast` immediately returns that element value. Otherwise, `findLast` returns `undefined`.

`@param thisArg` If provided, it will be used as the `this` value for each invocation of `predicate`. If it is not provided, `undefined` is used instead.

`findLast<S extends T>(predicate: (value: T, index: number, array: readonly T[]) => value is S, thisArg?: any): S | undefined;`

`findLast(predicate: (value: T, index: number, array: readonly T[]) => unknown, thisArg?: any): T | undefined;` Returns the index of the last element in the array where predicate is true, and `-1` otherwise.

`@param predicate` `findLastIndex` calls predicate once for each element of the array, in descending order, until it finds one where predicate returns true. If such an element is found, `findLastIndex` immediately returns that element index. Otherwise, `findLastIndex` returns `-1`.

`@param thisArg` If provided, it will be used as the `this` value for each invocation of `predicate`. If it is not provided, `undefined` is used instead.

`findLastIndex(predicate: (value: T, index: number, array: readonly T[]) => unknown, thisArg?: any): number;`

`reverse(): T[];` Copies the array and returns the copied array with all of its elements reversed.

`toReversed(): T[];` Copies and sorts the array.

`@param compareFn` Function used to determine the order of the elements. It is expected to return a negative value if the first argument is less than the second argument, zero if they're equal, and a positive value otherwise. If omitted, the elements are sorted in ascending, ASCII character order.

`[[11, 2, 22, 1]].toSorted((a, b) => a - b) // [1, 2, 11, 22]`

`toSorted(compareFn?: (a: T, b: T) => number): T[];` Copies an array and removes elements while, if necessary, inserting new elements in their place, returning the remaining elements.

`@param start` The zero-based location in the array from which to start removing elements.

`@param deleteCount` The number of elements to remove.

`@param items` Elements to insert into the copied array in place of the deleted elements.

`@returns` A copy of the original array with the remaining elements.

`splice(start: number, deleteCount: number, ...items: T[]): T[];` Copies an array and removes elements while returning the remaining elements.

`@param start` The zero-based location in the array from which to start removing elements.

`@param deleteCount` The number of elements to

```

remove.\n * @returns A copy of the original array with the remaining elements.\n */\n
toSpliced(start: number, deleteCount?: number): T[];\n\n /**\n * Copies an array, then
overwrites the value at the provided index with the\n * given value. If the index is negative, then
it replaces from the end\n * of the array\n * @param index The index of the value to overwrite.
If the index is\n * negative, then it replaces from the end of the array.\n * @param value The
value to insert into the copied array.\n * @returns A copy of the original array with the inserted
value.\n */\n
with(index: number, value: T): T[];\n\n\ninterface Int8Array {\n /**\n * Returns the
value of the last element in the array where predicate is true, and undefined\n * otherwise.\n *
@param predicate findLast calls predicate once for each element of the array, in descending\n
* order, until it finds one where predicate returns true. If such an element is found, findLast\n
* immediately returns that element value. Otherwise, findLast 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
findLast<S extends number>(\n predicate: (\n
value: number,\n index: number,\n array: Int8Array,\n ) => value is S,\n thisArg?: any,\n ): S |
undefined;\n
findLast(\n predicate: (value: number, index: number, array: Int8Array) =>
unknown,\n thisArg?: any,\n ): number | undefined;\n\n /**\n * Returns the index of the last
element in the array where predicate is true, and -1\n * otherwise.\n * @param predicate
findLastIndex calls predicate once for each element of the array, in descending\n
* order, until it finds one where predicate returns true. If such an element is found,\n
* findLastIndex immediately returns that element index. Otherwise, findLastIndex 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
findLastIndex(\n predicate: (value: number,
index: number, array: Int8Array) => unknown,\n thisArg?: any,\n ): number;\n\n /**\n * Copies
the array and returns the copy with the elements in reverse order.\n */\n
toReversed():
Uint8Array;\n\n /**\n * Copies and sorts the array.\n * @param compareFn Function used to
determine the order of the elements. It is expected to return\n * a negative value if the first
argument is less than the second argument, zero if they're equal, and a positive\n * value
otherwise. If omitted, the elements are sorted in ascending order.\n * ``\n * const myNums =
Uint8Array.from([11, 2, 22, 1]);\n * myNums.toSorted((a, b) => a - b) // Uint8Array(4) [1, 2, 11,
22]\n * ``\n */\n
toSorted(compareFn?: (a: number, b: number) => number): Uint8Array;\n\n /
**\n * Copies the array and inserts the given number at the provided index.\n * @param index
The index of the value to overwrite. If the index is\n * negative, then it replaces from the end of
the array.\n * @param value The value to insert into the copied array.\n * @returns A copy of
the original array with the inserted value.\n */\n
with(index: number, value: number):
Uint8Array;\n\n\ninterface Uint8Array {\n /**\n * Returns the value of the last element in the
array where predicate is true, and undefined\n * otherwise.\n * @param predicate findLast calls
predicate once for each element of the array, in descending\n
* order, until it finds one where predicate returns true. If such an element is found, findLast\n
* immediately returns that element value. Otherwise, findLast 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
findLast<S extends number>(\n predicate: (\n
value: number,\n index:
number,\n array: Uint8Array,\n ) => value is S,\n thisArg?: any,\n ): S | undefined;\n
findLast(\n
predicate: (value: number, index: number, array: Uint8Array) => unknown,\n thisArg?: any,\n ):
number | undefined;\n\n /**\n * Returns the index of the last element in the array where
predicate is true, and -1\n * otherwise.\n * @param predicate findLastIndex calls predicate
once for each element of the array, in descending\n
* order, until it finds one where predicate returns true. If such an element is found,\n
* findLastIndex immediately returns that element index. Otherwise, findLastIndex 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
findLastIndex(\n predicate: (value: number, index: number, array: Uint8Array) =>
unknown,\n thisArg?: any,\n ): number;\n\n /**\n * Copies the array and returns the copy with
the elements in reverse order.\n */\n
toReversed(): Uint8Array;\n\n /**\n * Copies and sorts the
array.\n * @param compareFn Function used to determine the order of the elements. It is
expected to return\n * a negative value if the first argument is less than the second argument,
zero if they're equal, and a positive\n * value otherwise. If omitted, the elements are sorted in
ascending order.\n * ``\n * const myNums = Uint8Array.from([11, 2, 22, 1]);\n *

```

```

myNums.toSorted((a, b) => a - b) // Uint8Array(4) [1, 2, 11, 22]
toSorted(compareFn?: (a: number, b: number) => number): Uint8Array;
  * Copies the array and inserts the given number at the provided index.
  * @param index The index of the value to overwrite. If the index is
  * negative, then it replaces from the end of the array.
  * @param value The value to insert into the copied array.
  * @returns A copy of the original array with the inserted value.
  *
  * with(index: number, value: number): Uint8Array;
}

interface Uint8ClampedArray {
  * Returns the value of the last element in the array
  * where predicate is true, and undefined
  * otherwise.
  * @param predicate findLast calls
  * predicate once for each element of the array, in descending
  * order, until it finds one where
  * predicate returns true. If such an element is found, findLast
  * immediately returns that
  * element value. Otherwise, findLast returns undefined.
  * @param thisArg If provided, it will be
  * used as the this value for each invocation of
  * predicate. If it is not provided, undefined is
  * used instead.
  *
  * findLast<S extends number>(\n predicate: (\n value: number,
  * \n index:
  * number,
  * \n array: Uint8ClampedArray,
  * \n ) => value is S,
  * \n thisArg?: any,
  * \n ): S | undefined;
  *
  * findLast(\n predicate: (\n value: number,
  * \n index: number,
  * \n array: Uint8ClampedArray,
  * \n ) =>
  * unknown,
  * \n thisArg?: any,
  * \n ): number | undefined;
  *
  * Returns the index of the last
  * element in the array where predicate is true, and -1
  * otherwise.
  * @param predicate
  * findLastIndex calls predicate once for each element of the array, in descending
  * order, until it
  * finds one where predicate returns true. If such an element is found,
  * findLastIndex
  * immediately returns that element index. Otherwise, findLastIndex
  * returns -1.
  * @param
  * thisArg If provided, it will be used as the this value for each invocation of
  * predicate. If it is
  * not provided, undefined is used instead.
  *
  * findLastIndex(\n predicate: (\n value: number,
  * \n index: number,
  * \n array: Uint8ClampedArray,
  * \n ) => unknown,
  * \n thisArg?: any,
  * \n ): number;
}

  * Copies the array and returns the copy with the elements in reverse order.
  *
  * toReversed(): Uint8ClampedArray;
}

  * Copies and sorts the array.
  * @param
  * compareFn Function used to determine the order of the elements. It is expected to return
  * a
  * negative value if the first argument is less than the second argument, zero if they're equal, and
  * a positive
  * value otherwise. If omitted, the elements are sorted in ascending order.
  *
  * ``ts
  * const myNums = Uint8ClampedArray.from([11, 2, 22, 1]);
  * myNums.toSorted((a, b) => a -
  * b) // Uint8ClampedArray(4) [1, 2, 11, 22]
  *
  * toSorted(compareFn?: (a: number, b:
  * number) => number): Uint8ClampedArray;
  *
  * Copies the array and inserts the given
  * number at the provided index.
  * @param index The index of the value to overwrite. If the
  * index is
  * negative, then it replaces from the end of the array.
  * @param value The value to
  * insert into the copied array.
  * @returns A copy of the original array with the inserted value.
  *
  * with(index: number, value: number): Uint8ClampedArray;
}

interface Int16Array {
  * Returns the value of the last element in the array where predicate is true, and
  * undefined
  * otherwise.
  * @param predicate findLast calls predicate once for each element
  * of the array, in descending
  * order, until it finds one where predicate returns true. If such an
  * element is found, findLast
  * immediately returns that element value. Otherwise, findLast
  * returns undefined.
  * @param thisArg If provided, it will be used as the this value for each
  * invocation of
  * predicate. If it is not provided, undefined is used instead.
  *
  * findLast<S
  * extends number>(\n predicate: (\n value: number,
  * \n index: number,
  * \n array: Int16Array,
  * \n ) =>
  * value is S,
  * \n thisArg?: any,
  * \n ): S | undefined;
  *
  * findLast(\n predicate: (value: number, index:
  * number, array: Int16Array) => unknown,
  * \n thisArg?: any,
  * \n ): number | undefined;
  *
  * Returns the index of the last element in the array where predicate is true, and -1
  * otherwise.
  * @param predicate
  * findLastIndex calls predicate once for each element of the
  * array, in descending
  * order, until it finds one where predicate returns true. If such an element
  * is found,
  * findLastIndex immediately returns that element index. Otherwise, findLastIndex
  * returns -1.
  * @param
  * thisArg If provided, it will be used as the this value for each invocation
  * of
  * predicate. If it is not provided, undefined is used instead.
  *
  * findLastIndex(\n
  * predicate: (value: number, index: number, array: Int16Array) => unknown,
  * \n thisArg?: any,
  * \n ):
  * number;
  *
  * Copies the array and returns the copy with the elements in reverse order.
  *
  * toReversed(): Int16Array;
}

  * Copies and sorts the array.
  * @param
  * compareFn Function used to determine the order of the elements. It is expected to return
  * a
  * negative
  * value if the first argument is less than the second argument, zero if they're equal, and a
  * positive
  * value otherwise. If omitted, the elements are sorted in ascending order.
  *
  * ``ts
  *

```

```

const myNums = Int16Array.from([11, 2, -22, 1]);\n * myNums.toSorted((a, b) => a - b) //
Int16Array(4) [-22, 1, 2, 11]\n * ``\n * /\n toSorted(compareFn?: (a: number, b: number) =>
number): Int16Array;\n\n /**\n * Copies the array and inserts the given number at the provided
index.\n * @param index The index of the value to overwrite. If the index is\n * negative, then it
replaces from the end of the array.\n * @param value The value to insert into the copied
array.\n * @returns A copy of the original array with the inserted value.\n * /\n with(index:
number, value: number): Int16Array;\n\n\ninterface Uint16Array {\n /**\n * Returns the value of
the last element in the array where predicate is true, and undefined\n * otherwise.\n * @param
predicate findLast calls predicate once for each element of the array, in descending\n * order,
until it finds one where predicate returns true. If such an element is found, findLast\n *
immediately returns that element value. Otherwise, findLast 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 findLast<S extends number>(\n predicate: (\n
value: number,\n index: number,\n array: Uint16Array,\n ) => value is S,\n thisArg?: any,\n ): S |
undefined;\n findLast(\n predicate: (\n value: number,\n index: number,\n array: Uint16Array,\n )
=> unknown,\n thisArg?: any,\n ): number | undefined;\n\n /**\n * Returns the index of the last
element in the array where predicate is true, and -1\n * otherwise.\n * @param predicate
findLastIndex calls predicate once for each element of the array, in descending\n * order, until it
finds one where predicate returns true. If such an element is found,\n * findLastIndex
immediately returns that element index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (\n value: number,\n
index: number,\n array: Uint16Array,\n ) => unknown,\n thisArg?: any,\n ): number;\n\n /**\n *
Copies the array and returns the copy with the elements in reverse order.\n * /\n toReversed():
Uint16Array;\n\n /**\n * Copies and sorts the array.\n * @param compareFn Function used to
determine the order of the elements. It is expected to return\n * a negative value if the first
argument is less than the second argument, zero if they're equal, and a positive\n * value
otherwise. If omitted, the elements are sorted in ascending order.\n * ``\n * const myNums =
Uint16Array.from([11, 2, 22, 1]);\n * myNums.toSorted((a, b) => a - b) // Uint16Array(4) [1, 2,
11, 22]\n * ``\n * /\n toSorted(compareFn?: (a: number, b: number) => number):
Uint16Array;\n\n /**\n * Copies the array and inserts the given number at the provided index.\n
* @param index The index of the value to overwrite. If the index is\n * negative, then it
replaces from the end of the array.\n * @param value The value to insert into the copied
array.\n * @returns A copy of the original array with the inserted value.\n * /\n with(index:
number, value: number): Uint16Array;\n\n\ninterface Int32Array {\n /**\n * Returns the value of
the last element in the array where predicate is true, and undefined\n * otherwise.\n * @param
predicate findLast calls predicate once for each element of the array, in descending\n * order,
until it finds one where predicate returns true. If such an element is found, findLast\n *
immediately returns that element value. Otherwise, findLast 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 findLast<S extends number>(\n predicate: (\n
value: number,\n index: number,\n array: Int32Array,\n ) => value is S,\n thisArg?: any,\n ): S |
undefined;\n findLast(\n predicate: (value: number, index: number, array: Int32Array) =>
unknown,\n thisArg?: any,\n ): number | undefined;\n\n /**\n * Returns the index of the last
element in the array where predicate is true, and -1\n * otherwise.\n * @param predicate
findLastIndex calls predicate once for each element of the array, in descending\n * order, until it
finds one where predicate returns true. If such an element is found,\n * findLastIndex
immediately returns that element index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (value: number,
index: number, array: Int32Array) => unknown,\n thisArg?: any,\n ): number;\n\n /**\n * Copies
the array and returns the copy with the elements in reverse order.\n * /\n toReversed():
Int32Array;\n\n /**\n * Copies and sorts the array.\n * @param compareFn Function used to
determine the order of the elements. It is expected to return\n * a negative value if the first
argument is less than the second argument, zero if they're equal, and a positive\n * value
otherwise. If omitted, the elements are sorted in ascending order.\n * ``\n * const myNums =

```



```

Int32Array.from([11, 2, -22, 1]);\n * myNums.toSorted((a, b) => a - b) // Int32Array(4) [-22, 1, 2, 11]\n * ``\n * \n * \n toSorted(compareFn?: (a: number, b: number) => number): Int32Array;\n\n /
**\n * Copies the array and inserts the given number at the provided index.\n * @param index
The index of the value to overwrite. If the index is\n * negative, then it replaces from the end of
the array.\n * @param value The value to insert into the copied array.\n * @returns A copy of
the original array with the inserted value.\n * \n with(index: number, value: number):
Int32Array;\n\n\ninterface Uint32Array {\n /**\n * Returns the value of the last element in the
array where predicate is true, and undefined\n * otherwise.\n * @param predicate findLast calls
predicate once for each element of the array, in descending\n * order, until it finds one where
predicate returns true. If such an element is found, findLast\n * immediately returns that
element value. Otherwise, findLast 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 findLast<S extends number>(\n predicate: (\n value: number,\n index:
number,\n array: Uint32Array,\n ) => value is S,\n thisArg?: any,\n ): S | undefined;\n findLast(\n
predicate: (\n value: number,\n index: number,\n array: Uint32Array,\n ) => unknown,\n
thisArg?: any,\n ): number | undefined;\n\n /**\n * Returns the index of the last element in the
array where predicate is true, and -1\n * otherwise.\n * @param predicate findLastIndex calls
predicate once for each element of the array, in descending\n * order, until it finds one where
predicate returns true. If such an element is found,\n * findLastIndex immediately returns that
element index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (\n value: number,\n index: number,\n array:
Uint32Array,\n ) => unknown,\n thisArg?: any,\n ): number;\n\n /**\n * Copies the array and
returns the copy with the elements in reverse order.\n * \n toReversed(): Uint32Array;\n\n /**\n *
Copies and sorts the array.\n * @param compareFn Function used to determine the order of
the elements. It is expected to return\n * a negative value if the first argument is less than the
second argument, zero if they're equal, and a positive\n * value otherwise. If omitted, the
elements are sorted in ascending order.\n * ``\n * \n * \n const myNums = Uint32Array.from([11, 2,
22, 1]);\n * myNums.toSorted((a, b) => a - b) // Uint32Array(4) [1, 2, 11, 22]\n * ``\n * \n * \n
toSorted(compareFn?: (a: number, b: number) => number): Uint32Array;\n\n /**\n * Copies the
array and inserts the given number at the provided index.\n * @param index The index of the
value to overwrite. If the index is\n * negative, then it replaces from the end of the array.\n *
@param value The value to insert into the copied array.\n * @returns A copy of the original
array with the inserted value.\n * \n with(index: number, value: number): Uint32Array;\n}
\n\ninterface Float32Array {\n /**\n * Returns the value of the last element in the array where
predicate is true, and undefined\n * otherwise.\n * @param predicate findLast calls predicate
once for each element of the array, in descending\n * order, until it finds one where predicate
returns true. If such an element is found, findLast\n * immediately returns that element value.
Otherwise, findLast 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 findLast<S extends number>(\n predicate: (\n value: number,\n index: number,\n array:
Float32Array,\n ) => value is S,\n thisArg?: any,\n ): S | undefined;\n findLast(\n predicate: (\n
value: number,\n index: number,\n array: Float32Array,\n ) => unknown,\n thisArg?: any,\n ):
number | undefined;\n\n /**\n * Returns the index of the last element in the array where
predicate is true, and -1\n * otherwise.\n * @param predicate findLastIndex calls predicate
once for each element of the array, in descending\n * order, until it finds one where predicate
returns true. If such an element is found,\n * findLastIndex immediately returns that element
index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (\n value: number,\n index: number,\n array:
Float32Array,\n ) => unknown,\n thisArg?: any,\n ): number;\n\n /**\n * Copies the array and
returns the copy with the elements in reverse order.\n * \n toReversed(): Float32Array;\n\n /**\n *
Copies and sorts the array.\n * @param compareFn Function used to determine the order of
the elements. It is expected to return\n * a negative value if the first argument is less than the
second argument, zero if they're equal, and a positive\n * value otherwise. If omitted, the
elements are sorted in ascending order.\n * ``\n * \n * \n const myNums = Float32Array.from([11.25,

```

```

2, -22.5, 1]);
\n * myNums.toSorted((a, b) => a - b) // Float32Array(4) [-22.5, 1, 2, 11.5]
\n * ``
\n * toSorted(compareFn?: (a: number, b: number) => number): Float32Array;
\n /**
\n * Copies the array and inserts the given number at the provided index.
\n * @param index The index of the value to overwrite. If the index is
\n * negative, then it replaces from the end of the array.
\n * @param value The value to insert into the copied array.
\n * @returns A copy of the original array with the inserted value.
\n */
\n with(index: number, value: number):
\n Float32Array;
\n }
\n interface Float64Array {
\n /**
\n * Returns the value of the last element in the array where predicate is true, and undefined
\n * otherwise.
\n * @param predicate findLast calls predicate once for each element of the array, in descending
\n * order, until it finds one where predicate returns true. If such an element is found, findLast
\n * immediately returns that element value. Otherwise, findLast 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 findLast<S extends number>(\n predicate: (\n value: number,\n index:
\n number,\n array: Float64Array,\n ) => value is S,\n thisArg?: any,\n ): S | undefined;
\n findLast(\n predicate: (\n value: number,\n index: number,\n array: Float64Array,\n ) =>
\n unknown,\n thisArg?: any,\n ): number | undefined;
\n /**
\n * Returns the index of the last element in the array where predicate is true, and -1
\n * otherwise.
\n * @param predicate findLastIndex calls predicate once for each element of the array, in descending
\n * order, until it finds one where predicate returns true. If such an element is found,
\n * findLastIndex immediately returns that element index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (\n value: number,\n index: number,\n array: Float64Array,\n ) =>
\n unknown,\n thisArg?: any,\n ): number;
\n /**
\n * Copies the array and returns the copy with the elements in reverse order.
\n */
\n toReversed():
\n Float64Array;
\n /**
\n * Copies and sorts the array.
\n * @param compareFn Function used to determine the order of the elements. It is expected to return
\n * a negative value if the first argument is less than the second argument, zero if they're equal, and a positive
\n * value otherwise. If omitted, the elements are sorted in ascending order.
\n */
\n const myNums =
\n Float64Array.from([11.25, 2, -22.5, 1]);
\n * myNums.toSorted((a, b) => a - b) // Float64Array(4)
\n [-22.5, 1, 2, 11.5]
\n * ``
\n * toSorted(compareFn?: (a: number, b: number) => number):
\n Float64Array;
\n /**
\n * Copies the array and inserts the given number at the provided index.
\n * @param index The index of the value to overwrite. If the index is
\n * negative, then it replaces from the end of the array.
\n * @param value The value to insert into the copied array.
\n * @returns A copy of the original array with the inserted value.
\n */
\n with(index:
\n number, value: number): Float64Array;
\n }
\n interface BigInt64Array {
\n /**
\n * Returns the value of the last element in the array where predicate is true, and undefined
\n * otherwise.
\n * @param predicate findLast calls predicate once for each element of the array, in descending
\n * order, until it finds one where predicate returns true. If such an element is found, findLast
\n * immediately returns that element value. Otherwise, findLast 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 findLast<S extends bigint>(\n predicate: (\n value: bigint,\n index: number,\n array: BigInt64Array,\n ) => value is S,\n thisArg?: any,\n ): S |
\n undefined;
\n findLast(\n predicate: (\n value: bigint,\n index: number,\n array: BigInt64Array,\n )
\n => unknown,\n thisArg?: any,\n ): bigint | undefined;
\n /**
\n * Returns the index of the last element in the array where predicate is true, and -1
\n * otherwise.
\n * @param predicate findLastIndex calls predicate once for each element of the array, in descending
\n * order, until it finds one where predicate returns true. If such an element is found,
\n * findLastIndex immediately returns that element index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (\n value: bigint,\n index: number,\n array: BigInt64Array,\n ) =>
\n unknown,\n thisArg?: any,\n ): number;
\n /**
\n * Copies the array and returns the copy with the elements in reverse order.
\n */
\n toReversed():
\n BigInt64Array;
\n /**
\n * Copies and sorts the array.
\n * @param compareFn Function used to determine the order of the elements. It is expected to return
\n * a negative value if the first argument is less than the second argument, zero if they're equal, and a positive
\n * value otherwise. If omitted, the elements are sorted in ascending order.
\n */
\n const myNums =

```

```

BigInt64Array.from([11n, 2n, -22n, 1n]);\n * myNums.toSorted((a, b) => Number(a - b)) //
BigInt64Array(4) [-22n, 1n, 2n, 11n]\n * ``\n * /\n toSorted(compareFn?: (a: bigint, b: bigint) =>
number): BigInt64Array;\n\n /**\n * Copies the array and inserts the given bigint at the provided
index.\n * @param index The index of the value to overwrite. If the index is\n * negative, then it
replaces from the end of the array.\n * @param value The value to insert into the copied
array.\n * @returns A copy of the original array with the inserted value.\n */\n with(index:
number, value: bigint): BigInt64Array;\n\n\ninterface BigUint64Array {\n /**\n * Returns the
value of the last element in the array where predicate is true, and undefined\n * otherwise.\n *
@param predicate findLast calls predicate once for each element of the array, in descending\n
* order, until it finds one where predicate returns true. If such an element is found, findLast\n
* immediately returns that element value. Otherwise, findLast 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 findLast<S extends bigint>(\n predicate: (\n
value: bigint,\n index: number,\n array: BigUint64Array,\n ) => value is S,\n thisArg?: any,\n ): S
| undefined;\n findLast(\n predicate: (\n value: bigint,\n index: number,\n array:
BigUint64Array,\n ) => unknown,\n thisArg?: any,\n ): bigint | undefined;\n\n /**\n * Returns the
index of the last element in the array where predicate is true, and -1\n * otherwise.\n * @param
predicate findLastIndex calls predicate once for each element of the array, in descending\n
* order, until it finds one where predicate returns true. If such an element is found,\n *
findLastIndex immediately returns that element index. Otherwise, findLastIndex 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 findLastIndex(\n predicate: (\n
value: bigint,\n index: number,\n array: BigUint64Array,\n ) => unknown,\n thisArg?: any,\n ):
number;\n\n /**\n * Copies the array and returns the copy with the elements in reverse order.\n
*/\n toReversed(): BigUint64Array;\n\n /**\n * Copies and sorts the array.\n * @param
compareFn Function used to determine the order of the elements. It is expected to return\n
* a negative value if the first argument is less than the second argument, zero if they're equal, and
a positive\n * value otherwise. If omitted, the elements are sorted in ascending order.\n * ``ts\n
* const myNums = BigUint64Array.from([11n, 2n, 22n, 1n]);\n * myNums.toSorted((a, b) =>
Number(a - b)) // BigUint64Array(4) [1n, 2n, 11n, 22n]\n * ``\n * /\n toSorted(compareFn?: (a:
bigint, b: bigint) => number): BigUint64Array;\n\n /**\n * Copies the array and inserts the given
bigint at the provided index.\n * @param index The index of the value to overwrite. If the index
is\n * negative, then it replaces from the end of the array.\n * @param value The value to insert
into the copied array.\n * @returns A copy of the original array with the inserted value.\n */\n
with(index: number, value: bigint): BigUint64Array;\n\n";

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BuildDate:2024-02-28T16:52:52Z GoVersion:go1.22.6 Compiler:gc Platform:darwin/arm64}
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org.opensearch.dataprepper:data-prepper-plugin-schema-cli

org.opensearch.dataprepper:data-prepper-core

org.opensearch.dataprepper:data-prepper-main

org.opensearch.dataprepper:data-prepper-plugin-schema

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org.opensearch.dataprepper:data-prepper-pipeline-parser

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Other developers who have contributed code are:

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* Tatu Saloranta

* Providing benchmark suite

* Alec Wysoker

* Performance and memory usage improvement

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The KStem stemmer in

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`analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,`

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See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration

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or

<http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz>

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Nori Korean Morphological Analyzer - Apache Lucene Integration

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The snowball stopword lists in
analysis/common/src/resources/org/apache/lucene/analysis/snowball

were developed by Martin Porter and Richard Boulton.

The full snowball package is available from

<https://snowballstem.org/>

The KStem stemmer in

`analysis/common/src/org/apache/lucene/analysis/en`

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`analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt`

See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers

(common) are based on BSD-licensed reference implementations created by Jacques Savoy and

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`analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java`

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`analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java`

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<http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz>

or

<http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz>

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=====

Nori Korean Morphological Analyzer - Apache Lucene Integration

=====

This software includes a binary and/or source version of data from mecab-ko-dic-2.0.3-20170922

which can be obtained from

<https://bitbucket.org/eunjeon/mecab-ko-dic/downloads/mecab-ko-dic-2.0.3-20170922.tar.gz>

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Dependency: org.apache.lucene:lucene-backward-codecs

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Dependency: org.apache.lucene:lucene-highlighter

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Dependency: org.apache.lucene:lucene-join

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Dependency: org.apache.lucene:lucene-memory

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Dependency: org.apache.lucene:lucene-queries

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Dependency: org.apache.lucene:lucene-queryparser

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Dependency: org.opensearch:opensearch-cli
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Dependency: net.sf.jopt-simple:jopt-simple
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Dependency: joda-time:joda-time
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The code for the t-digest was originally authored by Ted Dunning

A number of small but very helpful changes have been contributed by Adrien Grand (<https://github.com/jpountz>)

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Dependency: org.hdrhistogram:HdrHistogram

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Source Code

The project maintains the following source code repositories:

* <https://github.com/eclipse-ee4j/common-annotations-api>

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Dependency: org.opensearch.dataprepper:remote-index-build-client

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Dependency: org.opensearch.plugin:opensearch-scripting-painless-spi

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Dependency: org.opensearch:protobufs

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The levenshtein automata tables (under core/src/java/org/apache/lucene/util/automaton) were
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Jean-Philippe Barrette-LaPierre. This library is available under an MIT license,
see <http://sites.google.com/site/rrettesite/moman> and
<http://bitbucket.org/jpbarrette/moman/overview/>

The class org.apache.lucene.util.WeakIdentityMap was derived from
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The class org.apache.lucene.util.compress.LZ4 is a Java rewrite of the LZ4
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The snowball stemmers in
analysis/common/src/java/net/sf/snowball
were developed by Martin Porter and Richard Boulton.

The snowball stopword lists in
analysis/common/src/resources/org/apache/lucene/analysis/snowball
were developed by Martin Porter and Richard Boulton.

The full snowball package is available from

<https://snowballstem.org/>

The KStem stemmer in

`analysis/common/src/org/apache/lucene/analysis/en`

was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst)

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The Arabic, Persian, Romanian, Bulgarian, Hindi and Bengali analyzers (common) come with a default

stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:

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`analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt`

See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers

(common) are based on BSD-licensed reference implementations created by Jacques Savoy and

Ljiljana Dolamic. These files reside in:

`analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java`

`analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java`

The Stempel analyzer (stempel) includes BSD-licensed software developed

by the Egothor project <http://egothor.sf.net/>, created by Leo Galambos, Martin Kvapil,

and Edmond Nolan.

The Polish analyzer (stempel) comes with a default
stopword list that is BSD-licensed created by the Carrot2 project. The file resides
in `stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt`.

See <https://github.com/carrot2/carrot2>.

The SmartChineseAnalyzer source code (smartcn) was
provided by Xiaoping Gao and copyright 2009 by www.imdict.net.

`WordBreakTestUnicode_*.java` (under `modules/analysis/common/src/test/`)
is derived from Unicode data such as the Unicode Character Database.

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The Morfologik analyzer (morfologik) includes BSD-licensed software
developed by Dawid Weiss and Marcin Mi?kowski
(<https://github.com/morfologik/morfologik-stemming>) and uses
data from the BSD-licensed dictionary of Polish (SGJP, <http://sgjp.pl/morfeusz/>).

=====

Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration

=====

This software includes a binary and/or source version of data from
`mecab-ipadic-2.7.0-20070801`

which can be obtained from

<http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz>

or

<http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz>

=====

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Nori Korean Morphological Analyzer - Apache Lucene Integration

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Dependency: org.apache.lucene:lucene-backward-codecs

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Dependency: org.apache.lucene:lucene-grouping

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Dependency: org.apache.lucene:lucene-highlighter

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The code for the t-digest was originally authored by Ted Dunning

A number of small but very helpful changes have been contributed by Adrien Grand (<https://github.com/jpountz>)

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The full snowball package is available from

<https://snowballstem.org/>

The KStem stemmer in

`analysis/common/src/org/apache/lucene/analysis/en`

was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst)

under the BSD-license.

The Arabic,Persian,Romanian,Bulgarian, Hindi and Bengali analyzers (common) come with a default

stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:

`analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt`

See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German,Spanish,Finnish,French,Hungarian,Italian,Portuguese,Russian and Swedish light stemmers

(common) are based on BSD-licensed reference implementations created by Jacques Savoy and

Ljiljana Dolamic. These files reside in:

analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
 analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java
 The Stempel analyzer (stempel) includes BSD-licensed software developed
 by the Egothor project <http://egothor.sf.net/>, created by Leo Galambos, Martin Kvapil,
 and Edmond Nolan.

The Polish analyzer (stempel) comes with a default
 stopword list that is BSD-licensed created by the Carrot2 project. The file resides
 in stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt.
 See <https://github.com/carrot2/carrot2>.

The SmartChineseAnalyzer source code (smartcn) was
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 WordBreakTestUnicode_*.java (under modules/analysis/common/src/test/) is
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The Morfologik analyzer (morfologik) includes BSD-licensed software
 developed by Dawid Weiss and Marcin Mi?kowski
 (<https://github.com/morfologik/morfologik-stemming>) and uses
 data from the BSD-licensed dictionary of Polish (SGJP, <http://sgjp.pl/morfeusz/>).

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration

=====

This software includes a binary and/or source version of data from
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 which can be obtained from

<http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz>

or

<http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz>

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Nori Korean Morphological Analyzer - Apache Lucene Integration

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The levenshtein automata tables (under core/src/java/org/apache/lucene/util/automaton) were
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The class `org.apache.lucene.util.WeakIdentityMap` was derived from the Apache CXF project and is Apache License 2.0.

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The snowball stopword lists in

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were developed by Martin Porter and Richard Boulton.

The full snowball package is available from

<https://snowballstem.org/>

The KStem stemmer in

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`analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,`

`analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt`

See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers

(common) are based on BSD-licensed reference implementations created by Jacques Savoy and

Ljiljana Dolamic. These files reside in:

analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java

analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java

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The Stempel analyzer (stempel) includes BSD-licensed software developed

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See <https://github.com/carrot2/carrot2>.

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration

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Nori Korean Morphological Analyzer - Apache Lucene Integration

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Dependency: net.minidev:json-smart

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Brics Automaton (under core/src/java/org/apache/lucene/util/automaton) is BSD-licensed, created by Anders Møller. See <http://www.brics.dk/automaton/>

The levenshtein automata tables (under core/src/java/org/apache/lucene/util/automaton) were automatically generated with the moman/finenight FSA library, created by Jean-Philippe Barrette-LaPierre. This library is available under an MIT license, see <http://sites.google.com/site/rrettesite/moman> and <http://bitbucket.org/jpbarrette/moman/overview/>

The class org.apache.lucene.util.WeakIdentityMap was derived from the Apache CXF project and is Apache License 2.0.

The class org.apache.lucene.util.compress.LZ4 is a Java rewrite of the LZ4 compression library (<https://github.com/lz4/lz4/tree/dev/lib>) that is licensed under the 2-clause BSD license.

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The snowball stemmers in analysis/common/src/java/net/sf/snowball were developed by Martin Porter and Richard Boulton.

The snowball stopword lists in analysis/common/src/resources/org/apache/lucene/analysis/snowball were developed by Martin Porter and Richard Boulton.

The full snowball package is available from <https://snowballstem.org/>

The KStem stemmer in analysis/common/src/org/apache/lucene/analysis/en was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst) under the BSD-license.

The Arabic,Persian,Romanian,Bulgarian, Hindi and Bengali analyzers (common) come with a default

stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:

analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt

See <http://members.unine.ch/jacques.savoy/clef/index.html>.

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers

(common) are based on BSD-licensed reference implementations created by Jacques Savoy and

Ljiljana Dolamic. These files reside in:

analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fi/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/ru/RussianLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java

The Stempel analyzer (stempel) includes BSD-licensed software developed by the Egothor project <http://egothor.sf.net/>, created by Leo Galambos, Martin Kvapil, and Edmond Nolan.

The Polish analyzer (stempel) comes with a default stopword list that is BSD-licensed created by the Carrot2 project. The file resides in `stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt`.

See <https://github.com/carrot2/carrot2>.

The SmartChineseAnalyzer source code (smartcn) was provided by Xiaoping Gao and copyright 2009 by www.imdict.net.

WordBreakTestUnicode_*.java (under `modules/analysis/common/src/test/`) is derived from Unicode data such as the Unicode Character Database.

See <http://unicode.org/copyright.html> for more details.

The Morfologik analyzer (morfologik) includes BSD-licensed software developed by Dawid Weiss and Marcin Mi?kowski (<https://github.com/morfologik/morfologik-stemming>) and uses data from the BSD-licensed dictionary of Polish (SGJP, <http://sgjp.pl/morfeusz/>).

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration

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This software includes a binary and/or source version of data from mecab-ipadic-2.7.0-20070801 which can be obtained from <http://atilika.com/releases/mecab-ipadic/mecab-ipadic-2.7.0-20070801.tar.gz> or

<http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz>

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Nori Korean Morphological Analyzer - Apache Lucene Integration

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This software includes a binary and/or source version of data from mecab-ko-dic-2.0.3-20170922

which can be obtained from

<https://bitbucket.org/eunjeon/mecab-ko-dic/downloads/mecab-ko-dic-2.0.3-20170922.tar.gz>

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Dependency: net.sf.jopt-simple:jopt-simple

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The code for the t-digest was originally authored by Ted Dunning

A number of small but very helpful changes have been contributed by Adrien Grand (<https://github.com/jpountz>)

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Dependency: com.google.protobuf:protobuf-java

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* <https://github.com/eclipse-ee4j/common-annotations-api>

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<https://gist.github.com/imneme/f1f7821f07cf76504a97f6537c818083>

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The initial code for shuffling an array (originally in class "org.apache.commons.math3.random.RandomDataGenerator", now replaced by a method in class "org.apache.commons.math3.util.MathArrays") was inspired from the algorithm description provided in "Algorithms", by Ian Craw and John Pulham (University of Aberdeen 1999). The textbook (containing a proof that the shuffle is uniformly random) is available here:

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software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF. All Python releases are Open Source (see <https://opensource.org> for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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1.3 thru 1.5.2	1.2 1995-1999	CNRI	yes	
1.6	1.5.2 2000	CNRI	no	
2.0	1.6 2000	BeOpen.com	no	
1.6.1	1.6 2001	CNRI	yes (2)	
2.1	2.0+1.6.1 2001	PSF	no	
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In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property.

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2.1	2.0+1.6.1 2001	PSF	no	
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2.1.1	2.1+2.0.1 2001	PSF	yes	
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Mersenne Twister

The :mod:`!\_random` C extension underlying the :mod:`random` module

includes code based on a download from

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A C-program for MT19937, with initialization improved 2002/1/26.

Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using `init_genrand(seed)`

or `init_by_array(init_key, key_length)`.

Copyright (C) 1997 - 2002, Makoto Matsumoto and Takuji Nishimura,

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Any feedback is very welcome.

<http://www.math.sci.hiroshima-u.ac.jp/~m-mat/MT/emt.html>

email: m-mat @ math.sci.hiroshima-u.ac.jp (remove space)

Sockets

The `:mod:`socket`` module uses the functions, `:c:func:`!getaddrinfo``, and `:c:func:`!getnameinfo``, which are coded in separate source files from the WIDE Project, <https://www.wide.ad.jp/>. ::

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Asynchronous socket services

The `:mod:`!test.support.asyncchat`` and `:mod:`!test.support.asyncore`` modules contain the following notice::

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UUencode and UUdecode functions

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Modified by Jack Jansen, CWI, July 1995:

- Use binascii module to do the actual line-by-line conversion between ascii and binary. This results in a 1000-fold speedup. The C version is still 5 times faster, though.
- Arguments more compliant with Python standard

XML Remote Procedure Calls

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`test_epoll`

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SipHash24

The file :file:`Python/pyhash.c` contains Marek Majkowski' implementation of Dan Bernstein's SipHash24 algorithm. It contains the following note::

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Original location:

<https://github.com/majek/csiphash/>

Solution inspired by code from:

Samuel Neves (supercop/crypto_auth/siphhash24/little)

djb (supercop/crypto_auth/siphhash24/little2)

Jean-Philippe Aumasson (<https://131002.net/siphhash/siphhash24.c>)

strtod and dtoa

The file :file:`Python/dtoa.c`, which supplies C functions dtoa and strtod for conversion of C doubles to and from strings, is derived from the file of the same name by David M. Gay, currently available from <https://web.archive.org/web/20220517033456/http://www.netlib.org/fp/dtoa.c>.

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ca-bundle.crt -- Bundle of CA Root Certificates

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This is a bundle of X.509 certificates of public Certificate Authorities

(CA). These were automatically extracted from Mozilla's root certificates

file (certdata.txt). This file can be found in the mozilla source tree:

<http://mxr.mozilla.org/mozilla/source/security/nss/lib/ckfw/builtins/certdata.txt?raw=1#>

It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
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pycparser -- A C parser in Python

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ccan/check_type/check_type.h

ccan/container_of/container_of.h

ccan/str/str.h

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include/ruby/onigmo.h

include/ruby/oniguruma.h

regcomp.c

regenc.c

regenc.h

regerror.c

regexexec.c
regint.h
regparse.c
regparse.h
enc/ascii.c
enc/big5.c
enc/cp949.c
enc/emacs_mule.c
enc/encdb.c
enc/euc_jp.c
enc/euc_kr.c
enc/euc_tw.c
enc/gb18030.c
enc/gb2312.c
enc/gbk.c
enc/iso_8859_1.c
enc/iso_8859_10.c
enc/iso_8859_11.c
enc/iso_8859_13.c
enc/iso_8859_14.c
enc/iso_8859_15.c
enc/iso_8859_16.c
enc/iso_8859_2.c
enc/iso_8859_3.c
enc/iso_8859_4.c
enc/iso_8859_5.c
enc/iso_8859_6.c
enc/iso_8859_7.c
enc/iso_8859_8.c
enc/iso_8859_9.c
enc/koi8_r.c
enc/koi8_u.c
enc/shift_jis.c
enc/unicode.c

enc/us_ascii.c

enc/utf_16be.c

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A C-program for MT19937, with initialization improved 2002/2/10.

Coded by Takuji Nishimura and Makoto Matsumoto.

This is a faster version by taking Shawn Cokus's optimization, Matthe Bellew's simplification, Isaku Wada's real version.

Before using, initialize the state by using `init_genrand(seed)` or `init_by_array(init_key, key_length)`.

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strftime.c

include/ruby/st.h

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missing/alloca.c

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missing/lgamma_r.c

missing/memcmp.c

missing/memmove.c

missing/strchr.c

missing/strerror.c

missing/strstr.c

missing/tgamma.c

ext/date/date_strftime.c

ext/digest/sha1/sha1.c

ext/digest/sha1/sha1.h

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1. Peter Deutsch

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ext/digest/sha2/sha2.h

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Bit Twiddling Hacks

By Sean Eron Anderson

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Bit Twiddling Hacks

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/* zlib.h -- interface of the 'zlib' general purpose compression library
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Bit Twiddling Hacks

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Bit Twiddling Hacks

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Bit Twiddling Hacks

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project-name-generator 2.1.4 (no license info found)

prop-types 15.5.10

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react-transition-group 2.2.1

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- CD118 – A new Congressional District 118th session shapefiles at the state level.
- SLDL—A State Legislative District Lower chamber shapefile updated for the 2022 legislative year at the state level.

- SLDU—A State Legislative District Upper chamber shapefiles updated for the 2022 legislative year at the state level.
- UAC20—A new Urban Areas layer containing the updated areas delineated from 2020 tabulation blocks at the national level.
- TABBLOCK2020—An updated 2020 tabulation block layer containing updated fields pertaining to the new 2020 Urban Areas at the state level.
- FACES—Updated face layer containing updated CD118, SLDL, SLDU, and UACE20 values pertaining to the newly delineated entities for those layers at the county level.
- Connecticut 2022 County Equivalents: A new county equivalent layer containing the 2022 Connecticut county equivalents.

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Trio is intended to be an integral part of another application, so we have not done anything to create a proper installation.

Compile with 'make' (edit the Makefile if you want a release build)

Test the package with 'make test'

Install by copying trio.h, triop.h, and libtrio.a (and man/man?/* if you want documentation) to the appropriate directories.

Catch some usage examples in example.c

Send feedback and patches to the mailing list, subscription and other information is found here:

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Enjoy!

Trio web page

<http://daniel.haxx.se/trio/>

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- Oracle Tuxedo Server
- Oracle Tuxedo Standalone Clients

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Tuxedo Server Components

Oracle Tuxedo Jolt provides Java-based client API to access the Oracle Tuxedo application services extending functionality of existing Oracle Tuxedo applications to Intranet- and Internet-wide availability. The Jolt client API can be used in standalone mode or from within an application server, such as Oracle WebLogic server.

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Oracle Services Architecture Leveraging Tuxedo (SALT)

Oracle SALT enables access to Oracle Tuxedo services as web services as well as enables Oracle Tuxedo applications to access Web services hosted outside of the Oracle Tuxedo domain.

Oracle Tuxedo System and Applications Monitor Plus (TSAM Plus)

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- Routing of all Oracle Database (Database) requests from a global transaction to same Oracle Real Application Cluster (RAC) instance using XA affinity and common XID
- Automatic, real time load balancing across available RAC, Database nodes
- Auto failover/failback across RAC and Database nodes
- Auto SPINCOUNT tuning
- Shared memory queues
- Efficient Transaction Table Locking

The number of licenses to Oracle Tuxedo Advanced Performance Management Pack must match the number of licenses to Oracle Tuxedo.

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Oracle Tuxedo Application Rehosting Workbench is used for mainframe application rehosting.
- Oracle Tuxedo Message Queue
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Third party components on Oracle JDK

* Module java.base

- o Cryptix AES v3.2.0
 - o ASM Bytecode Manipulation Framework v9.3
 - o c-libutl 20160225
 - o Unicode Common Local Data Repository (CLDR) v43.0
 - o International Components for Unicode (ICU4J) v72.1
 - o Mozilla Public Suffix List
 - o The Unicode Standard, Unicode Character Database, Version 15.0.0
 - o Bert Belder: wepoll v 1.5.8 (Windows only)
 - o zlib v1.2.13 (Windows only) for JDK 21 to 21.0.3
 - o zlib v1.3.1 (Windows only) for JDK 21.0.4 and later
 - o SipHash v1.0-68c8a7c
- ##### * Module java.desktop
- o Eastman Kodak Company: Portions of color management and imaging software
 - o The FreeType Project: Freetype v2.13.0 (macOS and Windows only) for JDK 21 to 21.0.2

- o The FreeType Project: FreeType v2.13.2 (macOS and Windows only) for JDK 21.0.3 and later
- o GIFLIB v5.2.1 for JDK 21 to 21.0.4
- o GIFLIB v5.2.2 for JDK 21.0.5 and later
- o Harfbuzz v7.2 for JDK 21 to 21.0.1
- o Harfbuzz v8.2.2 for JDK 21.0.2 and later
- o Independent JPEG Group: JPEG release 6b
- o Little Color Management System (LCMS) v2.15 for JDK 21 to 21.0.3
- o Little Color Management System (LCMS) v2.16 for JDK 21.0.4 and later
- o libpng v1.6.39 for JDK 21 to 21.0.1
- o libpng v1.6.40 for JDK 21.0.2 to 21.0.4
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- o PipeWire 0.3.68 (Linux and macOS only)
- o xwd v1.0.7 (Linux only)
- * Module java.smartcardio
- o PC/SC Lite v1.9.9 (Linux and macOS only)
- * Module java.xml.crypto
- o Apache Santuario v3.0.2 for JDK 21 to 21.0.2
- o Apache Santuario v3.0.3 for JDK 21.0.3 and later
- * Module java.xml
- o Apache Commons Byte Code Engineering Library (BCEL) Version 6.7.0
- o DOM Level 3 Core Specification v1.0
- o CUP Parser Generator for Java v 0.11b
- o Apache Xalan v2.7.2 for JDK 21 to 21.0.2
- o Apache Xalan v2.7.3 for JDK 21.0.3 and later
- o Apache Xerces v2.12.2
- * Module jdk.crypto.cryptoki
- o OASIS PKCS #11 Cryptographic Token Interface v3.0
- o IAIK (Institute for Applied Information Processing and Communication) PKCS#11 wrapper files v1
- * Module jdk.dynalink
- o Dynalink v5
- * Module jdk.internal.le

- o JLine v3.22.0
- * Module jdk.internal.opt
- o jopt-simple v5.0.4
- * Module jdk.javadoc
- o DejaVu fonts v2.37
- o jQuery v3.6.1 for JDK 21 to 21.0.4
- o jQuery v3.7.1 for JDK 21.0.5 and later
- o jQuery UI v1.13.2
- * Module jdk.localedata
- o Unicode Common Local Data Repository (CLDR) v43.0
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